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# **Fitness tests and match performance in male Norwegian upper-league ice-hockey players**

## **Physical fitness in ice-hockey players**

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This is an original investigation with 3 tables and 2 figures. The abstract consists of 221 words and the text 3591 words.

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30 **Abstract**

31 **Purpose:** To determine if generic off-ice physical fitness tests can provide useful predictions  
32 of ice-hockey players' match performance. **Methods:** Approximately 40-60 defenders and 70-  
33 100 forwards from the Norwegian male upper ice-hockey league were tested for strength (one  
34 repetition maximum [1RM] in squat and bench-press), power (40-m sprint and  
35 countermovement jump) and endurance (hanging sit-ups, chins and 3000-m run) annually at  
36 the end of every pre-season period between 2008 and 2017. Measures of match performance  
37 were each player's season mean counts per match of assists, points, goals, penalty minutes, and  
38 plus-minus score. **Results:** Overall, match performance measures displayed trivial to small  
39 correlations with the fitness tests. More specifically, points per game had at most small  
40 correlations with measures of strength (range, approximately -0.2 to 0.3), speed (approximately  
41 -0.2 to 0.3) and endurance (approximately -0.1 to 0.3). After adjustments for age (which showed  
42 moderate-to-large correlations with player match performance, multiple regression analyses of  
43 each test measure still provided some predictability amongst players of the same age. However,  
44 players selected for the national team had substantially better mean scores for most test and  
45 match performance measures than those not selected, with a moderate-large difference for age,  
46 1RM squat, and 1RM bench-press. **Conclusions:** Fitness tests had only marginal utility for  
47 predicting match performance in Norwegian hockey players, but those selected into the national  
48 team had better general fitness.

49  
50 **Keywords:** Physical capacity; test battery; high-level athletes; hockey game.

51

## 52 **Introduction**

53 Ice-hockey is an intermittent, high-intensive and body-contact team sport where total body  
54 fitness is considered compulsory.<sup>1</sup> Beside specific technical and tactical skills, physical  
55 characteristics such as speed, strength, muscular power and aerobic capacity must allegedly  
56 reach a certain level for players to be successful.<sup>1-4</sup> Accordingly, players in the National Hockey  
57 League (NHL) perform 2-4 weekly off-ice conditioning sessions throughout the training year.<sup>5</sup>  
58 In order to monitor training status, NHL strength and conditioning coaches assess their players  
59 regularly on a broad range of physical and physiological parameters.<sup>5</sup>

60 The validity and usefulness of physical testing have been the subject of much debate among  
61 practitioners and scientists. Some argue that only sport-specific tests are useful,<sup>6,7</sup> while others  
62 suggest that generic tests provide a valuable understanding of the underlying physical resources  
63 of performance factors.<sup>8</sup> This information can in turn be used as framework for individual and  
64 collective training prescriptions, informing recovery strategies and load management. Previous  
65 ice-hockey related studies have typically focused on tests such as VO<sub>2</sub>max, Wingate, vertical  
66 or horizontal jumps, sprint, abdominal endurance, leg press, squat, chins, bench-press and their  
67 isolated association to one or two of the following on-ice performance parameters: entry draft  
68 selection order,<sup>9-11</sup> cross-sections of playing standards (elite vs. non-elite, division I vs. division  
69 III, seniors vs. juniors),<sup>12,13</sup> individual skating performance,<sup>13,14</sup> play-off success or number of  
70 points acquired by the team during the season.<sup>15</sup> Peyer et al.<sup>16</sup> reported that leg press, pull-ups,  
71 bench press, and repeat sprint performance were significantly correlated with plus-minus score  
72 (every player on the ice for the scoring team gets a "plus" point, while every player on the ice  
73 for the team scored against gets a "minus" point; each player's score for the match is the sum of  
74 the points). Other authors have reported that athletes of higher playing standards or draft status  
75 achieve superior test scores in one or several fitness tests than players at lower performance  
76 levels.<sup>10-13</sup> However, inconsistencies among these studies are present in terms of which physical  
77 measures are associated with which performance variables. In contrast, Quinney et al.<sup>15</sup>  
78 reported that pre-season fitness was not related to team success, and Vescovi et al.<sup>9</sup> concluded  
79 that off-ice testing did not predict playing ability in terms of draft order. The utility of physical  
80 fitness tests for predicting match performance in ice hockey therefore remains uncertain.  
81 Performance tests and measures of match performance vary between studies and may partly  
82 explain inconsistencies in outcomes. Moreover, commonly used performance metrics among  
83 practitioners such as numbers of scored goals, assists, total points (the sum of goals and assists)  
84 and +/- score are rarely included in scientific studies. Consequently, more comprehensive and  
85 longitudinal studies are needed.

86 The Norwegian Olympic training center is a standard testing facility for a large number of  
87 teams, including the entire national upper league in ice-hockey, as well as the national team  
88 players. A broad range of physical test results and match performance data for the  
89 corresponding seasons have been performed and collected over 10 years, and this database  
90 provides the potential for addressing several different questions related to the role of physical  
91 fitness in ice-hockey. Therefore, the aim of this study was to determine which tests provide  
92 useful predictions of players' match performance in the subsequent season.

93

## 94 **Methods**

### 95 **Subjects**

96 The present correlational study included 848 male ice-hockey players (age 23 ± 4 y, body mass  
97 84 ± 7 kg, body height 182 ± 5 cm) from 14 different clubs in the Norwegian upper league.  
98 Player positions were identified for each athlete by their coaches or by self-report as:  
99 goalkeepers, forwards or defenders. National team athletes were defined as players who

100 represented Norway in senior World Championships or corresponding qualifying matches. All  
101 players had at least two years of strength and conditioning experience.

102 This study was based on pre-existing data from annually testing that these athletes performed  
103 for training purposes, and thus, no informed consent was obtained. The Regional Committee  
104 for Medical and Health Research Ethics waives the requirement for ethical approval for this  
105 study. Therefore, the ethics of the study is done according to the institutional requirements at  
106 School of Health Sciences, Kristiania University College. Approval for data security and  
107 handling was obtained from the Norwegian Centre for Research Data (reference number  
108 292977). Because of the newly implemented General Data Protection Regulations (GDPR) by  
109 the European Union, all de-identified data stored at Kristiania University College were deleted  
110 after the project completion.

## 111 112 **Methodology**

113 All included players were tested at the Norwegian Olympic Training Centre in the time period  
114 2008-2017. The participants were tested at the end of the pre-season period, 1-2 wk prior to  
115 season start. Regarding nutrition, hydration, sleep and physical activity, the athletes were  
116 instructed to prepare themselves as they would for a regular match, including no high intensity  
117 training the last two days before testing. The tests were performed between 9 AM and 6 PM.  
118 The warm-up typically consisted of 10-15 minutes easy jogging, followed by 5-6 min with  
119 sprint specific drill exercises and 2-3 strides with increasing speed.

120 *Sprint and vertical jump testing:* The fitness testing was initiated with a sprint test on a  
121 rubberized indoor track. The athletes started from a standing, split-stance position with the  
122 tiptoe of the front foot placed at the starting line. Two to three trials were performed every 3–5  
123 min, and their best 40-m sprint time was retained for analysis as sprint speed. Procedures and  
124 apparatus are described in Haugen et al.<sup>17</sup> Immediately after the sprint test, the athletes  
125 performed three trials of countermovement jumps (CMJ). Procedures and apparatus are  
126 described in Haugen et al.<sup>18</sup> The best out of three trials was retained for analysis.

127 *3000-m run:* Immediately after the CMJ test, all participants performed a brief re-warm up  
128 consisting of 5-6 minutes easy jog. In the 3000-m running test, the athletes ran 7.5 laps on an  
129 outdoor 400-m track with rubberized surface, and they were timed with hand-held stopwatches.  
130 Time was converted to speed. Outside temperature was between 15 and 24 °C at the time of  
131 testing.

132 *1RM squat and bench-press:* About 30 min after the 3000-m test, the athletes performed a squat  
133 specific warm up consisting of 3-4 sets with increasing sub-maximal loads (40-80 % of 1RM),  
134 followed by 1-2 single lifts at 85-90 % of 1RM. Up to three single test lifts were allowed. Best  
135 performance approved by the referee was retained for analysis. Between 5 and 10 min after the  
136 squat, the athletes performed a bench press specific warm-up similar to the squat warm-up  
137 protocol. Best performance of the three attempts approved by the referee was retained for  
138 analysis. Strong and loud verbal encouragement was provided. For more information regarding  
139 procedures and apparatus, we refer to Haugen et al.<sup>19</sup>

140 *Pull-ups:* Maximum number of bodyweight pull-ups was tested with pronated grip on a bar  
141 (Figure 1, panel A and B). A full arm extension in the lower position was required for each  
142 attempt, and the athletes pulled up until the chin was above the bar. No kipping was allowed  
143 during the pull.

144 *Hanging sit-ups:* This exercise was used to assess abdominal muscle capacity (Figure 1, panel  
145 C and D). Ankles were secured and attached to a bracket on top of the apparatus. In the lower  
146 position, the athlete suspended alongside a vertically oriented bench, holding a circular rope

147 (10 cm diameter) behind his neck with elbows and shoulders flexed. In the upper position of  
148 the sit ups, the elbows had to touch the knees while the glutes were in contact with the bench.  
149 The knee joints were fixed at 90° during the entire test. The athletes were allowed to take one  
150 break ( $\leq 3$  s) during the entire test, and maximum number of repetitions was registered.

151 *Box jumps:* To assess anaerobic capacity, the athletes performed a 90-s box-jump test (Figure  
152 1, panel E and F). The athlete started beside a 40-cm tall box and jumped up and down  
153 alternately from each side. Number of box jumps attained during the 90-s period was registered.  
154

155 \*\*\*Figure 1 about here\*\*\*  
156

157 Match performance measures were downloaded from the Norwegian Ice-Hockey Association's  
158 web site (<https://www.hockey.no/live>) and included number of games played during the season,  
159 goals, assists, total points, plus-minus score, and whether the player was selected for the  
160 national team.  
161

### 162 **Statistical analysis**

163 A correlation matrix for all fitness measures (including age and body mass index) for all players'  
164 data over all years of competition was structured to reveal clusters of measures with higher  
165 correlations between measures among clusters than between clusters. The relationships between  
166 match-performance measures were also investigated with correlation matrices for defenders  
167 and forwards separately, but not for goalies, whose match roles and performance scores differed  
168 markedly from those of defenders and forwards. Uncertainty in the correlations was expressed  
169 as 90% compatibility limits, which were derived conservatively by assuming a sample size  
170 given by the number of different players contributing to the correlation.

171 Points per game was chosen as the measure of match performance for further investigation of  
172 the relationship between fitness and match performance. Correlations were derived for each  
173 fitness-test measure with points per game for each year and presented as a time course for  
174 defenders and forwards. Age was the strongest predictor of match performance, so it was  
175 included in multiple linear regressions analyses with each fitness measure, to determine the  
176 extent to which the predictability of age could be improved by including fitness and the extent  
177 to which fitness retained predictability amongst players of the same age. The highest  
178 correlation between age the fitness measures was 0.32, so collinearity was not an issue.

179 The analyses were performed with Proc Reg in the Statistical Analysis System (Version 9.4,  
180 University Studio Edition, SAS Institute, Cary NC). Separate analyses were performed for  
181 each year; the multiple correlation was expressed as the square root of the R-squared adjusted  
182 for degrees of freedom, and partial correlations of age and the fitness measure were expressed  
183 as the square root of the respective Type-II partial R-squareds. Compatibility limits were  
184 derived by assuming the Fisher z transformation of the correlation was normally distributed.

185 A comparison of the mean fitness and match-performance scores of players selected for the  
186 national team with those not selected was performed with Proc Mixed in SAS. Fixed effects in  
187 the linear mixed model were nominal variables for year of competition (10 levels, to adjust for  
188 annual changes) and a binary variable indicating whether the player was selected. Least-squares  
189 means of the binary variable provided the comparison of means. Random effects were player  
190 identity (to account for repeated measurement from year to year) and the residual variance  
191 (representing within-player variability from year to year). A separate variance was estimated  
192 for selected and non-selected players and for their residual variances; the variances were  
193 combined to give between-player standard deviations for selected and non-selected players. The  
194 standard deviation of non-selected players was used to standardize and thereby assess the  
195 magnitude of the difference between the means of selected and non-selected players, evaluated

196 with the following scale for trivial, small, moderate, large, very large and extremely large  
197 respectively:  $<0.2$ ,  $\geq 0.2$ ,  $\geq 0.6$ ,  $\geq 1.2$ ,  $\geq 2.0$ , and  $\geq 4.0$  times the standard deviation.<sup>20</sup> Uncertainty  
198 in the difference in means is presented as 90% compatibility limits. Decisions about magnitudes  
199 accounting for the uncertainty were based on a reference-Bayesian analysis with a minimally  
200 informative prior,<sup>21-23</sup> which provided estimates of chances that the true magnitude was a  
201 substantial decrease, a trivial value, and a substantial increase. Effects had adequate precision  
202 if the chances of one or other substantial true value were  $<5\%$  (the 90% compatibility interval  
203 did not include a substantial increase and decrease). Effects with adequate precision are reported  
204 with a qualitative descriptor for the magnitudes with chances that were  $>25\%$  using the  
205 following scale: 25-75%, possibly; 75-95%, likely; 95-99.5%, very likely;  $>99.5\%$ , most  
206 likely.<sup>20</sup> When the chances of a substantial magnitude were  $>95\%$ , the magnitude is also  
207 described as clear. The chances of substantial and trivial magnitudes of the true effect were the  
208 percent areas of the sampling distribution of the effect statistic to the left or right of the smallest  
209 important value (the trivial-small threshold). The sampling distribution was assumed to be a *t*  
210 distribution. To account for inflation of error with the large number of comparisons, effects  
211 with precision deemed adequate with 99% compatibility intervals (chances of one or other  
212 substantial true value  $<0.5\%$ ) are highlighted.  
213

## 214 Results

215 Table 1 shows the correlation matrix for age, body mass index and fitness-test measures for all  
216 positions and years. The variables have been ordered in the matrix to reveal three clusters  
217 (strength, power, endurance) with generally higher values for correlations within clusters than  
218 between clusters. Age had higher correlations with the strength measures but was not included  
219 with this cluster.  
220

221 \*\*\*Table 1 about here\*\*\*  
222

223 Table 1 also shows games played, assists per game and points per game had generally higher  
224 correlations than the other three measures of match performance with anthropometric and  
225 fitness-test measures Games played, assists, points and goals per game had the strongest  
226 correlations to age and the fitness variables. The correlations between assists per game and total  
227 points per game (defenders, 0.97; forwards, 0.96) showed that these measures effectively  
228 represented the same construct. Further analyses for the relationships of match performance  
229 with fitness were therefore performed with points per game (including both assists and goals).

230 Figure 2 shows the correlations of points per game with the other measures for defenders and  
231 forwards in each year. Age had higher correlations than any of the test measures, with  
232 correlations being moderate-high (forwards, range  $\sim 0.50$  to  $0.60$ , 90% compatibility limits  
233  $\sim \pm 0.15$ ; defenders  $\sim 0.40$  to  $0.65$ ,  $\pm 0.20$ ). Correlations with the other test measures were at most  
234 borderline low-moderate for strength ( $\sim -0.2$  to  $0.3$ ), speed ( $\sim -0.2$  to  $0.3$ ), power ( $\sim -0.1$  to  $0.3$ )  
235 and endurance ( $\sim -0.3$  to  $0.2$ ). In the five most recent years (2013-2017) points per game had  
236 generally low correlations with measures of strength for forwards (squat and bench press) and  
237 trivial correlations for defenders (except pull-ups), correlations with measures of power were  
238 trivial-low for both positions, and measures of endurance were generally trivial-small, with the  
239 exception of box jumps, which showed reasonably consistent small negative correlations for  
240 both positions.

241 \*\*\*Figure 2 about here\*\*\*  
242  
243

244 Multiple linear correlations in which points per game was predicted by age and each of the  
245 fitness-test measures showed that none of the measures provided a substantial improvement in  
246 the prediction by age alone. Table 2 shows the results of these analyses for representative  
247 measures of strength, power and endurance for the year 2017. The multiple correlation adjusted  
248 for degrees of freedom and the partial correlation for age were practically identical to the simple  
249 correlation with age, showing that adjustment for fitness did not substantially affect the  
250 predictability of age. For fitness-test measures with low simple correlations, the partial  
251 correlations generally remained trivial or small, showing that these measures still provided  
252 some predictability amongst players of the same age.

253  
254 \*\*\*Table 2 about here\*\*\*

255  
256 The extent to which fitness and match-performance measures were related to selection of  
257 players for the national team is evident in Table 3. Selected defenders and forwards had clearly  
258 higher moderate-large mean scores for age, 1RM squat and 1RM bench-press, and there were  
259 similar clear differences for defenders with pull-ups and forwards with the 3000-m run. All  
260 these differences had adequate precision at the 99% level. Body mass index and box jumps  
261 were likely higher in selected vs non-selected forwards (small differences at the 99% level), but  
262 other measures showed trivial-moderate differences that were either unclear or likely higher  
263 only at the 90% level for selected defenders and forwards. Selected goalies had small-large  
264 higher test scores, but owing to the small sample size, most were unclear. Selected defenders  
265 and forwards had small-moderate clearly higher mean scores for most match performance  
266 measures, and selected goalies clearly played moderately more games; most of these differences  
267 had adequate precision at the 99% level.

268  
269 \*\*\*Table 3 about here\*\*\*

## 270 271 **Discussion**

272 The purpose of the present study was to determine whether physical fitness tests could provide  
273 useful predictions of players' match performance in the subsequent season. Games played,  
274 assists, points and goals per game displayed the strongest correlations to the fitness variables.  
275 However, the correlations with the physical tests were small at most, and they retained small  
276 predictability among players of the same age. Based on these observations, the usefulness of  
277 physical fitness tests for match performance predictions can be questioned. Still, players  
278 selected for the national team displayed substantially better mean scores for most tests and  
279 match performance metrics than those not selected.

280 The test battery in this study was generic in nature, representing measures of strength, power  
281 and endurance. The tests were designed to ensure that a large number of players could perform  
282 all tests within one day each year at the same location. Similar tests are commonly used by  
283 practitioners<sup>5</sup> and scientists.<sup>6</sup> Indeed, the selection of tests to model strength, power and  
284 endurance will affect predictive abilities. For example, 3000-m running performance was used  
285 in the present study, while VO<sub>2</sub>max on a cycle ergometer is used in the NHL combine. Although  
286 both tests can be used to encapsulate endurance, it is reasonable to assume that motivation,  
287 pacing and skills may affect the outcomes of the tests. Moreover, while several authors have  
288 emphasized the importance of strength, power and endurance for performance in ice-hockey  
289 and similar sports,<sup>16,19,24,25</sup> others have questioned the application of such tests due to lack of  
290 specificity.<sup>6,7</sup> It is therefore possible that more specific tests (e.g., individual skating  
291 performance) have stronger relationships to performance. Previous studies of this issue have  
292 shown inconsistent results, possibly explained by differences in fitness test batteries, testing



293 protocols, performance outcomes and sample size. Interpreting and comparing results must  
294 therefore be done with caution.

295 Draft success has been used as the dependent variable in several studies,<sup>9-11</sup> but the draft process  
296 is influenced by confounding factors such as reports of past performance, professional scouting  
297 intuition, game observation, player aggression, psychological factors, team/coaching  
298 philosophy and playing position. For example, based on a very large sample size ( $n=853$ ), Burr  
299 et al.<sup>11</sup> observed that several fitness test results from the National Hockey League Entry Draft  
300 (NHLED) combine significantly predicted draft success, but the variance explained by the best  
301 model was only 7% (a multiple correlation of  $\sqrt{0.07} = 0.26$ ). Overall, most performance  
302 measures have inherent advantages and limitations. By including a broad range of fitness tests  
303 and match performance measures, as performed in the present study, a clearer understanding of  
304 the relationship between on-ice and off-ice performance can be provided.

305 Although age is not a performance measure, it is essential for practitioners and scientists to  
306 possess knowledge regarding how generic physical skills develop as a function of age. Data  
307 obtained from world-class athletics, weightlifting and powerlifting contestants show that  
308 performance mainly peaks in the age 25-28 y on average.<sup>25-27</sup> However, in sports with higher  
309 maximal force demands, peak age is even higher.<sup>27</sup> The younger and poorly trained the athletes,  
310 the larger the annual change scores. Quantification of peak age for the varying fitness tests was  
311 outside the scope of this study. However, because most players were in the age range 18-30 y,  
312 and most of them likely achieve peak performance in most fitness tests in their late 20s, it is not  
313 surprising to observe high correlations among age and fitness test scores. Inclusion of age does  
314 not detract from the present analysis. If inclusion of a fitness measure with age does not  
315 substantially improve the prediction of performance, one can conclude that there is no point in  
316 measuring this fitness measure. However, some small effects on performance was still evident  
317 for squat among forwards, and CMJ and pull-ups for backwards.

318 The national team players in the present study were generally more fit compared to the other  
319 players, in line with observations from several previous cross-sectional studies.<sup>12,13</sup> Direct  
320 comparisons can be made with national team handball players, as they have tested sprint, CMJ,  
321 3000-m running and 1RM bench press and squat with identical apparatus and procedures.<sup>19</sup>  
322 These comparisons show that national team ice-hockey players outperform handball players in  
323 all these tests, particularly in 1RM squat. We cannot disregard the possibility that the national  
324 team ice-hockey players were selected partly on the basis of the fitness tests. One of the  
325 incentives for conducting this yearly testing was to monitor the players' physical fitness  
326 development and create a strong training culture. Players who considered themselves in  
327 contention for selection might have trained harder, thinking that fitness would be taken into  
328 account in the selection process. Hence, it is possible that the national team players were  
329 disproportionally fit for their ice-hockey performance level.  
330

### 331 **Practical applications**

332 Although the fitness tests in this study displayed only marginal utility for predicting match  
333 performance, this does not imply that off-ice conditioning for ice-hockey players is a waste of  
334 time. In most team sports, the key technical-tactical skills must be maximized, while other  
335 capabilities merely need to meet a minimum requirement. Based on the results presented in  
336 Table 3, it is reasonable to argue that most of the players in this study are well-trained and above  
337 the minimum requirements. Hence, the annual testing concept has been a success, as it has  
338 inspired athletes to improve their generic fitness. Well-developed physical skills make players

339 prepared for duels and reduce relative match intensity, thereby avoiding negative effects  
340 associated with fatigue (technical performance, decision making, injuries, etc.).<sup>24,29</sup>  
341

## 342 **Conclusions**

343 This study showed that generic fitness testing had limited value for predicting match  
344 performance in Norwegian ice-hockey players. However, players selected into the national  
345 team exhibited better physical fitness than the remaining upper league players.  
346

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352  
353

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425 **Figure legends**

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427 **Figure 1.** Upper and lower positions of the pull-ups (Panel A and B), hanging sit-ups (Panel  
428 C and D) and box jumps (Panel E and F).

429 **Figure 2.** Correlations of points per game with age, body mass index and each of fitness-test  
430 measures for defenders (•) and forwards (o) in each year 2008-2017. Shading indicates trivial  
431 correlations. Dashed lines indicate thresholds for low ( $\pm 0.10$ ), moderate ( $\pm 0.30$ ), high ( $\pm 0.50$ )  
432 and very high correlations ( $\pm 0.70$ ). Bars are 90% compatibility intervals.

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**Table 1.** Correlations between all test measures, using data for all players for all years 2008-2017. Measures have been ordered and outlined to show higher correlations among those representing generally strength (body mass index, 1RM squat, 1RM bench-press), power (40-m sprint speed, countermovement jump height) and endurance (sit-ups, pull-ups, box jumps, 3000-m running speed). Correlations of each test measure with each game measure are also shown, excluding goalies.

|                          | Age   | BMI   | Squat | Bench press | 40-m sprint | CMJ   | Sit-ups | Chin-ups | Box jumps | 3000-m run |
|--------------------------|-------|-------|-------|-------------|-------------|-------|---------|----------|-----------|------------|
| <b>Age</b>               |       | 0.32  | 0.19  | 0.31        | -0.04       | 0.08  | -0.06   | -0.02    | -0.22     | 0.05       |
| <b>BMI</b>               | 0.32  |       | 0.41  | 0.46        | -0.10       | -0.02 | -0.03   | -0.15    | -0.17     | -0.08      |
| <b>Squat</b>             | 0.19  | 0.41  |       | 0.61        | 0.24        | 0.32  | 0.11    | 0.13     | 0.15      | 0.03       |
| <b>Bench press</b>       | 0.31  | 0.46  | 0.61  |             | 0.19        | 0.22  | 0.13    | 0.28     | 0.06      | 0.04       |
| <b>40-m sprint</b>       | -0.04 | -0.1  | 0.24  | 0.19        |             | 0.60  | 0.19    | 0.31     | 0.31      | 0.15       |
| <b>CMJ</b>               | 0.08  | -0.02 | 0.32  | 0.22        | 0.60        |       | 0.28    | 0.25     | 0.16      | 0.03       |
| <b>Sit-ups</b>           | -0.06 | -0.03 | 0.11  | 0.13        | 0.19        | 0.28  |         | 0.35     | 0.31      | 0.21       |
| <b>Pull-ups</b>          | -0.02 | -0.15 | 0.13  | 0.28        | 0.31        | 0.25  | 0.35    |          | 0.32      | 0.26       |
| <b>Box jumps</b>         | -0.22 | -0.17 | 0.15  | 0.06        | 0.31        | 0.16  | 0.31    | 0.32     |           | 0.41       |
| <b>3000-m run</b>        | 0.05  | -0.08 | 0.03  | 0.04        | 0.15        | 0.03  | 0.21    | 0.26     | 0.41      |            |
| <b>Games played</b>      | 0.36  | 0.28  | 0.20  | 0.28        | 0.06        | 0.14  | 0.05    | 0.00     | -0.01     | 0.15       |
| <b>Assists/game</b>      | 0.50  | 0.05  | 0.09  | 0.20        | 0.11        | 0.14  | -0.07   | 0.12     | -0.14     | 0.08       |
| <b>Points/game</b>       | 0.50  | 0.06  | 0.10  | 0.21        | 0.12        | 0.16  | -0.06   | 0.12     | -0.12     | 0.07       |
| <b>Goals/game</b>        | 0.37  | 0.06  | 0.11  | 0.19        | 0.11        | 0.17  | -0.04   | 0.10     | -0.05     | 0.04       |
| <b>Plus-minus/game</b>   | 0.22  | -0.03 | 0.03  | 0.06        | 0.12        | 0.18  | 0.06    | 0.06     | 0.05      | 0.08       |
| <b>Penalty min./game</b> | 0.25  | 0.16  | 0.14  | 0.23        | -0.04       | 0.05  | 0.07    | 0.00     | -0.09     | -0.01      |

BMI = body mass index, CMJ = countermovement jump. Number of players: 677 (3000-m run) through 848 (age). Total number of observations per correlation: 1029-2020 (test measures); 378-681(game with test measures). 90% compatibility limits <  $\sim\pm 0.07$  (test measures); <  $\sim\pm 0.11$  (game with test measures).

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437 **Table 2.** Simple, multiple and partial correlations of points per game with age and each of three  
 438 other measures of fitness exemplifying strength (squat), power (countermovement jump) and  
 439 endurance (pull-ups) for defenders and forwards in 2017.  
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| Fitness predictor | <i>n</i> | Simple correlation |                | Multiple correlation <sup>a</sup> | Partial correlation |                |
|-------------------|----------|--------------------|----------------|-----------------------------------|---------------------|----------------|
|                   |          | <i>Age</i>         | <i>Fitness</i> |                                   | <i>Age</i>          | <i>Fitness</i> |
| <i>Defenders</i>  |          |                    |                |                                   |                     |                |
| Squat             | 43       | 0.50, ±0.19        | -0.05, ±0.25   | 0.47, ±0.21                       | 0.51, ±0.18         | -0.07, ±0.25   |
| CMJ               | 52       | 0.48, ±0.18        | 0.23, ±0.22    | 0.48, ±0.18                       | 0.47, ±0.17         | 0.19, ±0.22    |
| Chin-ups          | 47       | 0.49, ±0.19        | 0.26, ±0.23    | 0.49, ±0.19                       | 0.47, ±0.18         | 0.19, ±0.23    |
| <i>Forwards</i>   |          |                    |                |                                   |                     |                |
| Squat             | 90       | 0.44, ±0.14        | 0.21, ±0.17    | 0.45, ±0.14                       | 0.43, ±0.14         | 0.17, ±0.17    |
| CMJ               | 105      | 0.45, ±0.13        | 0.03, ±0.16    | 0.43, ±0.13                       | 0.45, ±0.12         | 0.06, ±0.16    |
| Pull-ups          | 94       | 0.43, ±0.14        | 0.08, ±0.17    | 0.42, ±0.14                       | 0.43, ±0.13         | 0.09, ±0.17    |

441 Correlations are shown with ±90% compatibility limits.

442 *n* = sample size, CMJ = countermovement jump.

443 <sup>a</sup>Square root of the R-squared adjusted for degrees of freedom.

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**Table 3.** Age, body mass index (BMI), fitness and match-performance measures for players not selected and selected for the national team in all years 2008-2017.

|                                  | Position  | Not selected       | Selected         | Selected minus not selected |                     |
|----------------------------------|-----------|--------------------|------------------|-----------------------------|---------------------|
|                                  |           | Mean ± SD (n)      | Mean ± SD (n)    | Mean, ±90%CI                | Decision            |
| Age (y)                          | Defenders | 23.2 ± 5.3 (295)   | 28.7 ± 6.3 (10)  | 5.5, ±3.7                   | <b>mod.</b> ↑****   |
|                                  | Forwards  | 23.2 ± 5.5 (467)   | 27.3 ± 4.2 (18)  | 4.1, ±1.8                   | <b>mod.</b> ↑*****  |
|                                  | Goalies   | 22.6 ± 5.2 (86)    | 26.0 ± 6.0 (5)   | 3.4, ±5.8                   | mod.↑               |
| BMI (kg·m <sup>-2</sup> )        | Defenders | 25.4 ± 1.6 (295)   | 25.8 ± 1.3 (10)  | 0.4, ±0.7                   | small↑              |
|                                  | Forwards  | 25.3 ± 1.6 (467)   | 26.0 ± 1.1 (18)  | 0.7, ±0.5                   | <b>small</b> ↑**    |
|                                  | Goalies   | 24.5 ± 1.6 (86)    | 26.0 ± 2.8 (5)   | 1.5, ±2.7                   | mod.↑               |
| 1RM squat (kg)                   | Defenders | 151 ± 22 (240)     | 185 ± 20 (7)     | 34, ±12                     | <b>large</b> ↑***** |
|                                  | Forwards  | 151 ± 24 (404)     | 168 ± 18 (13)    | 17, ±9                      | <b>mod.</b> ↑****   |
|                                  | Goalies   | 141 ± 20 (65)      | 157 ± 17 (4)     | 16, ±19                     | mod.↑**             |
| 1RM bench-press (kg)             | Defenders | 107 ± 14 (276)     | 121 ± 11 (9)     | 14, ±6                      | <b>mod.</b> ↑*****  |
|                                  | Forwards  | 106 ± 15 (440)     | 115 ± 12 (15)    | 10, ±6                      | <b>mod.</b> ↑****   |
|                                  | Goalies   | 94 ± 13 (74)       | 108 ± 14 (4)     | 14, ±16                     | mod.↑**             |
| 40-m sprint (m·s <sup>-1</sup> ) | Defenders | 7.61 ± 0.27 (274)  | 7.60 ± 0.43 (8)  | -0.01, ±0.21                | trivial↓            |
|                                  | Forwards  | 7.66 ± 0.26 (437)  | 7.71 ± 0.31 (14) | 0.05, ±0.15                 | small↑              |
|                                  | Goalies   | 7.39 ± 0.28 (78)   | 7.56 ± 0.33 (5)  | 0.17, ±0.31                 | mod.↑               |
| CMJ (cm)                         | Defenders | 39.8 ± 5.0 (282)   | 43.1 ± 5.9 (10)  | 3.3, ±3.1                   | mod.↑**             |
|                                  | Forwards  | 39.7 ± 5.1 (450)   | 40.3 ± 4.5 (16)  | 0.6, ±1.9                   | trivial↑            |
|                                  | Goalies   | 37.5 ± 4.8 (83)    | 40.1 ± 4.4 (5)   | 2.6, ±4.2                   | small↑              |
| Hanging sit-ups (n)              | Defenders | 19.8 ± 5.3 (277)   | 23.0 ± 7.2 (8)   | 3.2, ±4.7                   | mod.↑               |
|                                  | Forwards  | 20.5 ± 4.9 (430)   | 21.7 ± 5.1 (15)  | 1.2, ±2.3                   | small↑              |
|                                  | Goalies   | 19.0 ± 4.7 (76)    | 22.8 ± 2.0 (3)   | 3.8, ±1.8                   | <b>mod.</b> ↑****   |
| Pull-ups (n)                     | Defenders | 12.5 ± 4.2 (272)   | 16.2 ± 3.8 (9)   | 3.7, ±2.3                   | <b>mod.</b> ↑****   |
|                                  | Forwards  | 13.1 ± 4.7 (431)   | 12.9 ± 4.4 (13)  | -0.2, ±2.2                  | trivial↓            |
|                                  | Goalies   | 12.1 ± 5.1 (73)    | 14.4 ± 5.7 (4)   | 2.3, ±6.5                   | small↑              |
| Box jumps (n)                    | Defenders | 88.7 ± 9.6 (240)   | 90.7 ± 6.3 (7)   | 2.0, ±4.8                   | small↑              |
|                                  | Forwards  | 91.3 ± 8.9 (398)   | 95.3 ± 5.8 (14)  | 4.0, ±2.8                   | <b>small</b> ↑**    |
|                                  | Goalies   | 84.1 ± 6.3 (67)    | 93.8 ± 3.2 (2)   | 9.7, ±11.2                  | <b>large</b> ↑**    |
| 3000-m run (m·s <sup>-1</sup> )  | Defenders | 4.23 ± 0.27 (235)  | 4.26 ± 0.35 (6)  | 0.03, ±0.29                 | trivial↑            |
|                                  | Forwards  | 4.27 ± 0.30 (374)  | 4.50 ± 0.17 (13) | 0.23, ±0.09                 | <b>mod.</b> ↑*****  |
|                                  | Goalies   | 4.14 ± 0.38 (68)   | 4.38 ± 0.10 (2)  | 0.24, ±0.23                 | mod.↑**             |
| Games played                     | Defenders | 29 ± 16 (295)      | 36 ± 12 (10)     | 7, ±6                       | <b>small</b> ↑**    |
|                                  | Forwards  | 30 ± 16 (467)      | 37 ± 11 (18)     | 7, ±5                       | <b>small</b> ↑**    |
|                                  | Goalies   | 14 ± 15 (86)       | 26 ± 12 (5)      | 12, ±7                      | <b>mod.</b> ↑****   |
| Assists per game                 | Defenders | 0.21 ± 0.21 (263)  | 0.42 ± 0.20 (10) | 0.21, ±0.11                 | <b>mod.</b> ↑****   |
|                                  | Forwards  | 0.26 ± 0.25 (423)  | 0.55 ± 0.18 (18) | 0.28, ±0.07                 | <b>mod.</b> ↑*****  |
|                                  | Goalies   | 0.04 ± 0.05 (61)   | 0.06 ± 0.03 (5)  | 0.01, ±0.03                 | small↑              |
| Points per game                  | Defenders | 0.27 ± 0.28 (263)  | 0.57 ± 0.24 (10) | 0.30, ±0.14                 | <b>mod.</b> ↑****   |
|                                  | Forwards  | 0.45 ± 0.41 (423)  | 0.83 ± 0.25 (18) | 0.38, ±0.11                 | <b>mod.</b> ↑*****  |
|                                  | Goalies   | 0.06 ± 0.05 (61)   | 0.07 ± 0.03 (5)  | 0.01, ±0.03                 | small↑              |
| Goals per game                   | Defenders | 0.07 ± 0.08 (263)  | 0.14 ± 0.08 (10) | 0.07, ±0.04                 | <b>mod.</b> ↑****   |
|                                  | Forwards  | 0.18 ± 0.18 (423)  | 0.28 ± 0.11 (18) | 0.10, ±0.05                 | <b>small</b> ↑****  |
|                                  | Goalies   | -                  | -                | -                           | -                   |
| Plus-minus per game              | Defenders | -0.03 ± 0.43 (263) | 0.19 ± 0.56 (10) | 0.22, ±0.32                 | small↑              |
|                                  | Forwards  | -0.05 ± 0.35 (423) | 0.28 ± 0.26 (18) | 0.33, ±0.09                 | <b>mod.</b> ↑*****  |



Goalies  $-0.20 \pm 1.23$  (61)  $-0.23 \pm 0.59$  (5)  $-0.02, \pm 0.49$  trivial↓

449  $n$  = number of players, CI = compatibility interval, mod. = moderate, ↑ = increase, ↓ = decrease,  
450 CMJ = countermovement jump. Asterisks indicate substantial effects with adequate precision  
451 as follows: \*possibly, \*\*likely, \*\*\*very likely, \*\*\*\*most likely. Decisions in bold have  
452 adequate precision with 99% compatibility intervals.