

• Inputs

The computer model utilizes the score, location, and date of each game played during the season. Generally, a dominant win on the road is more impressive than a narrow victory at home. And recent results are more relevant than games played months ago. The computer considers the outcome of each game. Optionally, some games may be assigned more or less weight than usual (e.g. playoffs or exhibitions). All games are analyzed in concert, so that the impressiveness of each win is constantly being re-evaluated in light of the other results.

Model

The mathematical rating model is based on maximizing the retrospective probability of the observed game results. Each outcome generates a "force" on the teams involved, attempting to push the winner above the loser. But as the algorithm adjusts the ratings to create an equilibrium, a ripple effect occurs throughout the entire network of teams. Opponents' opponents' opponents' opponents' ad infinitum are influenced by some degree. By chains of interaction, it is possible to compare teams that are geographically dispersed.

• Margin of Victory

Each game score is translated to a probability that the winner is really the better team. A narrow win of 27-24 might translate to 58%, while a blowout of 45-14 gives 98%. The cap of 100% enforces diminishing returns to running up the score.

Pace

The model does not discriminate against styles of play that result in fewer total points. In football for example, a team that typically wins games 24-10 may be considered more impressive than a team that wins 49-31 barnburners.

• Strength of Schedule

Each team is measured by its performance relative to the opposition faced. Ratings and strength of schedule are calculated simultaneously so that schematically

rating = performance \oplus strength of schedule

The model is able to accurately compare e.g. a team that went 9-1 against weak competition to a team that went 6-4 against a brutal schedule.

Mismatches

The model derives most of its information from games between teams of similar strength. Therefore there should be no incentive to scheduling inferior opponents, since there is limited reward to wins and potentially large downside in the unlikely event of an upset. With regard to strength of schedule, it is more difficult for an elite team to face #2 and #100 than to face #39 and #40.

• Head-to-Head

Sometimes lower ranked teams defeat higher ranked teams. These "upsets" are inevitable and should be tolerated since each team is rated according to its entire "body of work". A single head-to-head result is not always consistent with rankings derived as a best fit for the entire season.

• Pre/Early Season

The model usually requires about 5 games for each team to produce accurate ratings. In order to publish reasonable early season ratings, the previous two seasons' results are used to produce starting points. The influence of these initial values decreases exponentially as the current season progresses.

Objectivity

All teams are treated equally and anonymously, without regard to name brands or affiliations. The computer can assess bad or mediocre teams just as well as the teams at the top.

• Rating and Power

A team's rating is designed to reward the most impressive resumes, giving more credit to wins, regardless of how dominant they were. In contrast, the "Power" of a team is more indicitive of the true strength of the team. The power of a team is broken in to offensive and defensive components, which can be combined to forecast typical scores for a given matchup, as well as the associated probabilities of winning.

Boys Lacrosse Playoff Divisions

2024 Boys Laciosse Playoff Divisions						
<u>Team</u>	<u>Division</u>	Power_Rank	2023 Division			
Agoura	1/2	31	1/2			
Aliso Niguel	1/2	45	1/2			
Beckman Arnold	1/2	77	1/2			
Canyon/Anaheim	1/2	78	3			
Cate	1/2	67	3			
Chaminade	1/2	71	3			
Corona Del Mar	1/2	4	1/2			
Crean Lutheran	1/2	62	3			
Crespi	1/2	28	1/2			
Edison	1/2	85	1/2			
Foothill/Santa Ana	1/2	5	1/2			
Great Oak	1/2	79	1/2			
Harvard-Westlake	1/2	48	1/2			
Huntington Beach	1/2	73	1/2			
JSerra Catholic	1/2	19	1/2			
King Martin Luther	1/2	63	3			
Los Alamitos	1/2	23	1/2			
Loyola	1/2	2	1/2			
Mater Dei	1/2	11	1/2			
Mira Costa	1/2	21	1/2			
Palos Verdes	1/2	24	1/2			
Peninsula	1/2	61	1/2			
Redondo Union	1/2	52	1/2			
San Clemente	1/2	86	1/2			
San Juan Hills	1/2	57	1/2			
Santa Margarita	1/2	8	1/2			
Santa Monica	1/2	55	3			
Santiago/Corona	1/2	29	1/2			
Saugus	1/2	56	1/2			
Servite	1/2	22	1/2			
Sierra Canyon	1/2	37	1/2			
St Francis	1/2	54	1/2			
St John Bosco	1/2	83	1/2			
St Margarets Episcopal	1/2	3	1/2			
Temecula Valley	1/2	40	1/2			
Tesoro	1/2	80	1/2			
Trabuco Hills	1/2	14	1/2			
Vista Murrieta	1/2	65	1/2			
West Ranch	1/2	72	1/2			
Westlake	1/2	6	1/2			
Yorba Linda	1/2	84	1/2			
Beverly Hills	3	157	3			
Brentwood	3	103	3			
Cabrillo/Long Beach	3	155	3			
Calabasas	3	130	3			

Capistrano Valley	3	160	3
Castaic	3	128	N/A
Centennial/Corona	3	142	3
Chaparral	3	122	3
Compton	3	165	N/A
Corona	3	136	3
Crescenta Valley	3	104	1/2
Culver City	3	124	1/2
Damien	3	156	3
Dana Hills	3	123	3
Dos Pueblos	3	91	3
Downey	3	141	3
El Dorado	3	93	3
El Modena	3	126	3
El Segundo	3	89	3
Esperanza	3	159	3
Glendale	3	151	3
Grace	3	N/A	N/A
Hart High	3	108	3
Hemet	3	162	3
Heritage	3	166	3
Heritage Christian	3	150	3
Irvine	3	144	3
La Canada	3	149	3
Laguna Hills	3	164	3
Lakewood	3	161	3
Liberty/Winchester	3	167	N/A
Linfield Christian	3	121	3
Lutheran/Orange	3	107	3
Lynwood	3	168	3
Millikan	3	125	3
Mission Viejo	3	153	3
Murrieta Mesa	3	146	3
Murrieta Valley	3	145	3
Newbury Park	3	114	3
Newport Harbor	3	113	1/2
Norco	3	134	3
Northwood High School	3	95	3
Notre Dame/Sherman Oaks	3	92	3
Oak Park	3	90	1/2
Oaks Christian	3	100	3
Paloma Valley	3	158	3
Poly/Long Beach	3	138	3
Poly/Riverside	3	140	3
Portola	3	148	3
Roosevelt Eleanor	3	132	3
Royal	3	139	3
San Marcos/Santa Barbara	3	111	3

Santa Barbara	3	119	3
Segerstrom	3	131	3
Simi Valley	3	135	3
Thacher	3	110	3
University	3	88	3
Valencia/Valencia	3	102	3
Viewpoint	3	112	3
Village Christian	3	98	3
Wilson/Long Beach	3	127	3
Woodbridge	3	106	3