

PLAYER STATISTICS BY TEAM

As of SAT 21 APR 2012
Including Game #14

ROU - Romania

Playing Statistics

No	Name	Pos	GP	G	A	PTS	PIM	+/-	GWG	PPG	SHG	SOG	SG%
1	CATRINOI CORNEA Adrian	GK	5	0	0	0	0		0	0	0	0	0.00
3	PAPP Szabolcs	D	5	0	1	1	0	0	0	0	0	10	0.00
5	PETER Levente	F	5	0	0	0	0	0	0	0	0	1	0.00
6	BIRO Otto	F	5	1	2	3	2	-1	0	0	0	6	16.67
7	MOLNAR Zsolt	F	5	1	2	3	4	-2	0	1	0	10	10.00
8	NAGY Istvan	D	5	2	0	2	10	+1	1	0	0	10	20.00
10	NAGY Csaba	D	4	0	0	0	2	-3	0	0	0	1	0.00
11	VIRAG Csanad	F	5	0	3	3	6	-3	0	0	0	9	0.00
12	ZSOK Levente	F	5	1	2	3	2	+2	1	0	0	2	50.00
13	GOGA Attila	D	5	2	3	5	2	-4	0	0	0	10	20.00
14	IMECS Attila	F	4	0	0	0	0	+1	0	0	0	2	0.00
15	FLINTA Botond	D	5	0	0	0	27	0	0	0	0	1	0.00
16	PETRES Magor	F	5	0	0	0	12	-4	0	0	0	8	0.00
17	ANTAL Zsombor	F	5	0	3	3	2	+1	0	0	0	8	0.00
18	KOSA Endre	D	5	0	0	0	4	-3	0	0	0	3	0.00
19	BECZE Tihamer	F	4	0	1	1	4	-3	0	0	0	6	0.00
20	GLIGA Roberto	F	5	1	1	2	4	-4	0	0	0	9	11.11
21	MIHALY Ede	F	4	1	1	2	2	0	0	1	0	5	20.00
22	PYSARENKO Yevgeni	D	5	2	0	2	8	-5	0	0	1	18	11.11
23	MOLDOVAN Ervin	F	5	0	3	3	4	+1	0	0	0	6	0.00
24	SZOCS Szabolcs	F	5	2	1	3	0	-1	0	0	0	10	20.00
25	RUCZUJ Gellert	GK	5	0	0	0	0		0	0	0	0	0.00

Goalkeeping Statistics

No	Name	GPT	GKD	GPI	MIP	MIP%	GA	SVS	SOG	SVS%	GAA	SO	W	L
1	CATRINOI CORNEA Adrian	5	5	5	240:00	80.00	19	96	115	83.48	4.75	0	2	1
25	RUCZUJ Gellert	5	5	2	60:00	20.00	9	31	40	77.50	9.00	0	0	2

LEGEND

A Assists	AT/S Average time per shift	D Defence
F Forward	G Goals	GA Goals against
GAA Goals against as average per 60 minutes	GK Goalkeeper	GKD Goalkeeper dressed
GP Number of games played	GPI Games played indeed	GPT Number of games played by team
GWG Game winning goals	L Number of games lost	MIP Minutes and seconds played
MIP% MIP as percentage	M/G Minutes per game	No Jersey number
PIM Penalties in minutes	Pos Position on team	PPG Power play goals
PTS Points	SG% Percentage of goals from total shots	SHG Shorthanded goals
SO Shutouts	SOG Shots on goal	SVS Saves
SVS% SVS as percentage of total SOG	TM Total minutes played	TSh Total shifts played
W Number of games won	+/- Plus/minus net	