

PLAYER STATISTICS BY TEAM

As of SAT 27 DEC 2014

Including Game #5

SWE - Sweden

Playing Statistics

No	Name	Pos	GP	G	A	PTS	PIM	+/-	GWG	PPG	SHG	SOG	SG%
1	WARD Samuel	GK	2	0	0	0	0		0	0	0	0	0.00
2	AHO Sebastian	D	2	1	1	2	0	+4	0	1	0	4	25.00
3	LAGESSON William	D	2	0	1	1	2	+3	0	0	0	2	0.00
5	NORELL Robin	D	2	0	0	0	2	-3	0	0	0	1	0.00
6	ENGLUND Andreas	D	2	0	0	0	0	0	0	0	0	0	0.00
7	BERGMAN Julius	D	2	0	1	1	4	+3	0	0	0	5	0.00
8	FORSLING Gustav	D	2	0	2	2	0	+2	0	0	0	5	0.00
9	de la ROSE Jacob	F	2	2	2	4	0	+3	0	0	0	6	33.33
11	BLIDH Anton	F	2	1	2	3	2	+2	1	0	0	2	50.00
12	OLOFSSON Victor	F	2	0	0	0	0	+1	0	0	0	2	0.00
14	HAGG Robert	D	2	0	0	0	2	-1	0	0	0	5	0.00
20	BRODECKI Adam	F	2	0	0	0	0	+1	0	0	0	3	0.00
21	NYLANDER William	F	2	2	0	2	0	+1	1	0	0	6	33.33
22	LINDBLOM Oskar	F	2	0	3	3	0	+1	0	0	0	4	0.00
23	WALLMARK Lucas	F	2	1	2	3	0	+2	0	0	0	1	100.00
24	LOOKE Jens	F	2	1	0	1	0	-1	0	0	0	4	25.00
25	HOLMSTROM Axel	F	2	0	1	1	0	0	0	0	0	8	0.00
26	EHN Christoffer	F	2	0	0	0	2	-1	0	0	0	3	0.00
27	KARLSSON Anton	F	2	0	1	1	2	+3	0	0	0	4	0.00
28	BRISTEDT Leon	F	2	0	0	0	0	0	0	0	0	3	0.00
29	KEMPE Adrian	F	1	2	0	2	0	0	0	2	0	3	66.67
30	SODERSTROM Linus	GK	2	0	0	0	0		0	0	0	0	0.00
35	BERGVIK Fredrik	GK	0	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	WARD Samuel	2	2	0	00:00	0.00	0	0	0	0.00	0.00	0	0	0
30	SODERSTROM Linus	2	2	2	120:00	100.00	3	46	49	93.88	1.50	0	2	0
35	BERGVIK Fredrik	2	0	0	00:00	0.00	0	0	0	0.00	0.00	0	0	0

LEGEND

A Assists	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
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	W Number of games won
+/- Plus/minus net		