FIRST ROUND GROUP A



PLAYER STATISTICS BY TEAM

As of MON 30 SEP 2013 Including Game #5

TAL - Tallinn Viiking Sport

Playing Statistics

No	Name				Pos	GP	G	Α	PTS	PIM	+/ -	GWG	PPG	SHG	sog	SG%
10	IVANOV Maksim				F	3	3	0	3	12	-2	1	1	0	13	23.08
13	IVANOV Sergei				F	3	0	3	3	0	-1	C	0	0	9	0.00
16	URUSEV Ilja				D	3	0	1	1	0	+3	C	0	0	4	0.00
20	KAPITULIN Oleg				GK	3	0	0	0	0		C	0	0	0	0.00
22	LUKIN Andrei				F	3	1	2	3	6	+4	C) 1	0	7	14.29
23	VABISCEVICS Vadims				F	3	2	3	5	2	+4	C	0	0	11	18.18
24	TOLSTIK Pavel				D	3	0	1	1	0	0	C	0	0	6	0.00
25	SHVAROGIN Filipp				D	3	0	0	0	0	+1	C	0	0	3	0.00
31	SUMIKHIN Roman				GK	3	0	0	0	0		C	0	0	0	0.00
39	SOKOLOV Sergei				D	3	0	2	2	4	+4	C	0	0	9	0.00
44	LIPICH Yauheni				D	3	1	0	1	2	+2	1	0	0	4	25.00
55	SELYUKOV Nikita				D	3	1	0	1	0	0	C	0	0	3	33.33
71	KARPUKHIN Pavel				F	3	5	3	8	0	+6	1	2	0	13	38.46
75	ROMANENKO Roman				D	3	1	5	6	0	-1	C) 1	0	18	5.56
81	BOBKOV Valeri				F	3	3	1	4	4	-2	C) 3	0	12	25.00
88	GRISTSENKO Konstantin				F	3	0	1	1	0	+2	C	0	0	5	0.00
91	DUBOV Maksim				F	3	0	0	0	2	-1	C	0	0	8	0.00
92	BOROVIKOV Maksim				F	3	1	0	1	4	+1	C	0	0	3	33.33
Goal	keeping Statistics															
No	Name	GPT G	KD	GPI	N	/IIP I	MIP	% (GA	svs	S	og s	svs%	GA	A S	OW L
20	KAPITULIN Oleg	3	3	2	120	0:00	66.	67	6	34	1	40	85.00	3.	00	0 2 0

No Name	GPT G	KD	GPI	MIP	MIP%	GA	svs	SOG	svs%	GAA	SO W L
20 KAPITULIN Oleg	3	3	2	120:00	66.67	6	34	40	85.00	3.00	0 2 0
31 SUMIKHIN Roman	3	3	1	60:00	33.33	2	23	25	92.00	2.00	0 1 0

LEGE	ND				
Α	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				