

PLAYER STATISTICS BY TEAM

As of TUE 13 JUL 2021

Including Game #16

DND - Dunedin

Playing Statistics

No.	Name	Pos.	GP	G	A	PTS	PIM	+/-	GWG	PPG	SHG	SOG	SG%
2	PASAOL Nealle Diamond R	GK	7	0	0	0	0		0	0	0	0	0.00
4	THOMSON Shaun	D	7	0	0	0	0	-17	0	0	0	5	0.00
7	MALEY Rosie	D	6	0	0	0	0	-14	0	0	0	0	0.00
8	LINTON Camryn	F	6	5	0	5	0	-14	0	1	0	15	33.33
9	KOH Benjamin	F	7	0	0	0	2	-22	0	0	0	5	0.00
10	KOH Isaac	F	5	0	0	0	0	-6	0	0	0	0	0.00
11	HEPTONSTALL Ashton	D	7	0	0	0	4	-16	0	0	0	7	0.00
12	JOHNSTON Sef	F	7	0	0	0	0	-20	0	0	0	2	0.00
15	WANSBROUGH Sam	GK	7	0	0	0	0		0	0	0	0	0.00
16	MEADE Wyatt	F	5	0	0	0	0	-8	0	0	0	1	0.00
17	HILLMAN Stanley	F	7	0	0	0	4	-17	0	0	0	10	0.00
20	ROBERTS Travis	GK	0	0	0	0	0		0	0	0	0	0.00
38	BYCK Cody	D	7	0	0	0	6	-20	0	0	0	10	0.00
47	RYALL Jess	D	7	0	2	2	2	-23	0	0	0	2	0.00
51	IKAI Katsuto	F	7	3	4	7	2	-13	0	0	0	14	21.43
52	HORTOP-BLAIR Lydia	F	7	0	0	0	0	-19	0	0	0	3	0.00
53	WILSON Marcus	F	7	1	1	2	2	-19	0	0	0	3	33.33
66	DUNBAR Sean	F	7	0	0	0	0	-17	0	0	0	3	0.00
74	BARY George	F	7	0	0	0	8	-18	0	0	0	0	0.00
83	SAM Jackson	F	7	0	0	0	0	-19	0	0	0	3	0.00
96	AU Constant	F	7	1	0	1	4	-17	0	0	0	9	11.11
99	SHOTS FOR Sth U16	D	0	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
2	PASAOL Nealle Diamond R	7	7	6	205:00	48.81	38	109	147	74.15	11.12	0	0	3
15	WANSBROUGH Sam	7	7	6	215:00	51.19	39	104	143	72.73	10.88	0	0	4
20	ROBERTS Travis	7	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 in	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				