



TEAM STATISTICS

As of SUN 22 NOV 2015
Including Game #12

Scoring Efficiency

(Ranked by highest SG% / highest GP)

Power Play

(Ranked by highest PP% / highest GP)

Penalty Killing

(Ranked by highest PK% / highest GP)

R Team	GP	GF	SSG	SOG	SG%
1 CBY	8	27	129	156	17.31
2 STH	8	35	222	257	13.62
3 AKL	8	15	133	148	10.14

R Team	GP	ADV	PPGF	PP%	TPP	M:S
1 STH	8	21	2	9.52	37:03	18:31
2 CBY	8	13	1	7.69	24:23	24:23
3 AKL	8	24	1	4.17	45:54	45:54

R Team	GP	DVG	PPGA	PK%	TSH	M:S
1 STH	8	14	0	100.00	26:12	00:00
2 AKL	8	14	1	92.86	24:19	24:19
3 CBY	8	30	3	90.00	56:49	18:56

Goalkeeping

(Ranked by highest SVS%)

Penalties

(Ranked by highest PIM)

R Team	GP	GA	SVS	SOG	SVS%	GAA	SHGA	PPGA	SO	ENG
1 CBY	8	20	208	228	91.23	2.50	3	3	1	0
2 STH	8	13	90	103	87.38	1.62	2	0	0	0
3 AKL	8	44	186	230	80.87	5.45	4	1	0	0

R Team	GP	2	5	10	GM	MP	PIM	PAVG
1 CBY	8	31	0	0	0	0	62	7:45
2 AKL	8	15	0	0	0	0	30	3:45
2 STH	8	15	0	0	0	0	30	3:45

Shorthanded Goals

(Ranked by highest NET / lowest GP)

Attendance

(Ranked by highest average attendance)

R Team	GP	SHGF	SHGA	NET
1 CBY	8	5	3	+2
2 STH	8	3	2	+1
3 AKL	8	1	4	-3

R Team	GP	Spect	AVG
1 CBY	8	795	99
2 AKL	8	640	80
3 STH	8	625	78
Total	12	1030	85

LEGEND

2 Two (2) minute penalties	5 Five (5) minute penalties	10 Ten (10) minute penalties
ADV Advantage (times on power play)	AVG Average	DVG Disadvantage (number of times shorthanded)
ENG Empty net goals	GA Goals against	GAA Goals against as average per 60 minutes
GF Goals for	GM Game misconducts	GP Number of games played
MP Match penalties	M:S Average time in min. and sec.	NET SHGF - SHGA
PAVG PIM in average	PIM Penalties in minutes	PK% Penalty killing percentage
PPGA Power play goals against	PPGF Power play goals for	PP% Power play eff. as percentage
R Ranking	SG% Percentage of goals from total shots	SHGA Shorthanded goals against
SHGF Shorthanded goals for	SO Shutouts	SOG Shots on goal
Spect Spectators	SSG Shots saved by goalkeeper	SVS Saves
SVS% SVS as percentage of total SOG	TPP Time of power play	TSH Time shorthanded in min. and sec.