

PLAYER STATISTICS BY TEAM

As of FRI 28 SEP 2018 Including Game #16

CBY - Canterbury

Play	ng Statistics				-											
No	Name				Pos	GP	G	Α	PTS	PIM	+/- G\	VG P	PG S	HG S	OG	SG%
3	BYFIELD Aaron				D	8	0	0	0	0	-4	0	0	0	0	0.00
4	ORR Aoife				F	4	0	0	0	0	-1	0	0	0	0	0.00
5	GU Ason				D	8	0	3	3	4	-2	0	0	0	0	0.00
6	FONTAINE Lucas				F	8	0	1	1	2	-2	0	0	0	1	0.00
7	GREAVES Jesse				D	8	0	1	1	0	-2	0	0	0	0	0.00
8	HODGE Lachlan				D	8	0	3	3	16	0	0	0	0	5	0.00
9	CARMICHAEL Liam				D	4	0	0	0	0	0	0	0	0	0	0.00
10	BYGATE-SMITH Nico				F	7	6	3	9	51	-7	0	0	0	17	35.29
11	FONTAINE Jackson				F	8	6	9	15	10	0	0	1	0	14	42.86
14	SWIFT Kyle				F	8	1	2	3	2	-10	0	1	0	5	20.00
15	NEWTON Katie				F	2	0	0	0	0	-1	0	0	0	0	0.00
16	GREAVES Brianna				F	6	0	0	0	0	0	0	0	0	0	0.00
17	SCOTTER Thomas				GK	8	0	0	0	0		0	0	0	0	0.00
18					F	8	1	2	3	0	-3	0	0	0	1	100.00
21	RAXWORTHY Zac				F	8	1	3	4	2	+6	0	0	0	5	20.00
25	SHEN James				D	8	0	1	1	4	-3	0	0	0	1	0.00
37	NASH Joseph				D	7	0	0	0	0	-2	0	0	0	0	0.00
50					GK	8	0	0	0	10		0	0	0	0	0.00
71	McKENZIE Riley				D	8	0	2	2	4	0	0	0	0	0	0.00
94	CAREY Jacob				F	7	33	4	37	16	+11	3	3	3	54	61.11
97	PAEK Eli				F	4	0	2	2	0	+2	0	0	0	0	0.00
99	SHOTS FOR U15 Cby				F	8	0	0	0	0	0	0	0	0	99	0.00
Goal	keeping Statistics										_	_			_	
No	Name	GPT G	KD	GPI	M	IIP I	MIP	%	GA	svs	SOG	sv	'S%	GAA	S	OW L
17	SCOTTER Thomas	8	8	4	17	:57	3.6	67	5	30) 3	58	5.71	16.7	1	0 0 0
50	CHIPLIN Daniel	8	8	8	471	:27	96.3	33	47	270) 31	78	5.17	5.9	8	025

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				