

## ICE HOCKEY CHALLENGE CUP OF ASIA



## PLAYER STATISTICS BY TEAM

As of WED 16 MAR 2016 Including Game #7

## SIN - Singapore

## **Playing Statistics**

45 LIANG Chin Ming Kenny

No	Name			Pos	GP	G	ΑI	PTS	PIM	+/ -	GWG	PPG S	SHG S	OG	SG%
3	LOK Daxuan			D	4	0	0	0	2	-10	0	0	0	3	0.00
5	KOH Eng Wei Kevin			F	4	0	0	0	0	-2	0	0	0	0	0.00
9	TAN Da-Lun Peter			F	4	1	0	1	6	-8	0	0	0	3	33.33
11	CHEW Jian Lu Reeve			F	4	0	0	0	2	-9	0	0	0	1	0.00
14	LEE Cheuk Hei Joshua			F	4	1	0	1	0	-11	0	1	0	8	12.50
15	LOH Chee Seng Michael			D	4	0	0	0	0	-9	0	0	0	1	0.00
19	TOH Jia Hsiang Gerald			D	4	0	0	0	0	-6	0	0	0	1	0.00
24	ZHU Jun Hao Leon			F	4	1	0	1	6	-8	0	0	0	1	100.00
25	CHIN Khai Shene Eugene			GK	4	0	0	0	0		0	0	0	1	0.00
26	LIU Zhi Yang			F	4	0	0	0	2	-6	0	0	0	3	0.00
42	O'BRIEN Richard Lowell			D	4	0	0	0	0	-4	0	0	0	0	0.00
45	LIANG Chin Ming Kenny			GK	4	0	0	0	0		0	0	0	1	0.00
55	LIM Lek Kiang Samuel			D	4	0	0	0	2	-8	0	0	0	1	0.00
68	TAN Jia Ju Ryan			F	4	0	0	0	0	-11	0	0	0	3	0.00
72	VENEMA Johan Bukhari			F	4	1	1	2	0	-11	0	0	0	10	10.00
77	CHEW Wee Daniel			D	4	0	2	2	2	-12	0	0	0	5	0.00
78	CHIONG Zavier Loeve			F	4	0	0	0	2	-4	0	0	0	1	0.00
85	ANG Yu Jin			D	4	1	1	2	6	-11	0	1	0	8	12.50
91	NG Shi Wei Ignatius			F	3	0	0	0	4	-1	0	0	0	0	0.00
Goal	keeping Statistics														
No	Name	GPT G	KD GPI	N	/IIP	MIP?	% (	GA	svs	S	og s	vs%	GA	A S	OW L
25	CHIN Khai Shene Eugene	4	4 4	156	6:52	65.5	53	22	7	6	98	77.55	8.4	11	0 0 4

82:30 34.47 13

67 80.60

9.45

0 0 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				