



## PLAYER STATISTICS BY TEAM

As of SAT 21 APR 2012 Including Game #14

## **TUR - Turkey**

Playing Statistics													
No	Name	Pos	GP	G	Α	PTS	PIM	+/ -	GWG	PPG	SHG S	SOG	SG%
1	ATALI Fikri	GK	5	0	0	0	0		0	0	0	0	0.00
2	OZBAYDUGAN Levent	GK	5	0	0	0	2		0	0	0	0	0.00
5	ABAYLI Cafer	D	5	0	1	1	0	+1	0	0	0	0	0.00
6	BAYKAN Caner	D	5	1	1	2	0	+2	0	0	0	3	33.33
7	CETINKAYA Gurkan	D	5	1	6	7	6	+10	0	1	0	15	6.67
8	AKYILDIZ Cengiz	D	5	0	0	0	0	+5	0	0	0	2	0.00
9	YAVUZARSLAN Oktay	F	5	0	2	2	2	+2	0	0	0	13	0.00
10	TASDEMIR Gokturk	D	5	2	3	5	6	+10	1	1	1	20	10.00
11	HAMARAT Galip	D	5	1	3	4	18	+8	0	1	0	12	8.33
12	COSKUN Erdogan	F	5	3	4	7	0	+11	2	1	0	16	18.75
13	SEMIZ Serdar	F	5	6	3	9	16	+7	1	2	0	21	28.57
14	BINGOL Dogu	F	5	0	0	0	0	0	0	0	0	0	0.00
15	KOSEMEN Batin	F	5	1	0	1	0	+4	0	0	0	1	100.00
16	AKTURK Savas	D	5	2	2	4	10	+7	0	0	0	14	14.29
17	AKGUL Bekir	F	5	0	0	0	6	+1	0	0	0	1	0.00
18	SOLAK Alper	F	5	3	3	6	4	+10	0	1	0	17	17.65
19	SOLAK Gokalp	F	5	1	3	4	4	+3	0	1	0	5	20.00
20	HALIL Yusuf	F	4	4	5	9	2	+7	0	0	1	12	33.33
21	OZMEN Emrah	F	5	5	5	10	6	+11	1	0	1	25	20.00
22	GUMUS Serkan	F	5	3	4	7	14	+9	0	1	0	28	10.71
Goal	Goalkeeping Statistics												

No Name	GPT G	KD	GPI	MIP	MIP%	GA	SVS	SOG	SVS%	GAA	SO W L
1 ATALI Fikri	5	5	3	180:00	60.00	3	70	73	95.89	1.00	1 3 0
2 OZBAYDUGAN Levent	5	5	2	120:00	40.00	4	48	52	92.31	2.00	020

LEGE	ND							
Α	A Assists A		Average time per shift	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	M/G	Minutes per game	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	ТМ	Total minutes played	TSh	Total shifts played			
w	Number of games won	+/-	Plus/minus net					