FIRST ROUND GROUP A

**ICE HOCKEY** 



## PLAYER STATISTICS BY TEAM

As of SUN 28 SEP 2014 Including Game #6

## **BEO - Beostar Belgrade**

Playing Statistics																	
No	Name				Pos	GP	G	Α	PTS	PIM	+/ -	GW	g pi	PG S	HG S	OG	SG%
1	MITIC Jug				GK	3	0	0	0	0			0	0	0	0	0.00
4	VUCUREVIC Nemanja				F	3	3	9	12	16	+4		0	1	0	24	12.50
7	TADIC Marko				F	3	0	1	1	0	0		0	0	0	5	0.00
8	NOVAKOVIC Petar				F	3	1	0	1	6	-5		0	0	1	14	7.14
11	JEKIC Nikola				D	3	0	0	0	0	0		0	0	0	1	0.00
14	PETROVIC Filip				D	3	1	2	3	12	+3		0	1	0	8	12.50
18	ZIVIC Vladimir				F	3	0	0	0	0	0		0	0	0	3	0.00
19	KEREZOVIC Nikola				F	3	2	5	7	0	-2		0	0	1	9	22.22
20	GNITKO Dmytro				F	3	3	5	8	36	+3		0	1	0	21	14.29
28	GLAVONJIC Ivan				F	3	1	3	4	2	-2		0	1	0	17	5.88
31	NIKOLIC Milos				D	3	0	0	0	0	0		0	0	0	6	0.00
32	RANKOVIC Arsenije				GK	3	0	0	0	0			0	0	0	0	0.00
34	KINKOR Kamil				F	3	7	6	13	8	+3		0	2	1	22	31.82
35	IGNJATOVIC Bozidar				F	3	0	0	0	0	0		0	0	0	1	0.00
41	KOLARIC Aleksandar				D	3	1	2	3	2	-1		1	1	0	5	20.00
55	LAZAREVIC Nikola				F	3	1	2	3	0	-5		0	1	0	14	7.14
87	DANON Boris				F	0	0	0	0	0	0		0	0	0	0	0.00
93	TRAJKOVIC Vuk				D	3	1	1	2	4	-1		0	1	0	4	25.00
99	VUKICEVIC Luka				F	3	2	0	2	0	+1		0	0	0	5	40.00
Goal	keeping Statistics																
No	Name	GPT G	KD	GPI	N	/IP	MIP	%	GA	SVS	S	OG	svs	5%	GA/	A S	OW L
1	MITIC Jug	3	3	1	20	0:00	11.1	11	0	11	1	11	100	.00	0.0	0	0 0 0
32	RANKOVIC Arsenije	3	3	3	160	0:00	88.8	39	17	124	1	141	87	.94	6.3	8	0 1 2

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				