

TEAM STATISTICS

As of TUE 30 JAN 2024

Including Game 6

Scoring Efficiency

(Ranked by highest SG% / highest GP)

Rank	Team	GP	GF	SSG	SOG	SG%
1	BIH	4	30	137	167	17.96
2	LUX	4	33	166	199	16.58
3	RSA	4	10	104	114	8.77

Power Play

(Ranked by highest PP% / highest GP)

Rank	Team	GP	ADV	PPGF	PP%	TPP	M:S
1	LUX	4	17	6	35.29	25:35	04:15
2	RSA	4	12	2	16.67	18:48	09:24
3	BIH	4	13	2	15.38	23:13	11:36

Penalty Killing

(Ranked by highest PK% / highest GP)

Rank	Team	GP	DVG	PPGA	PK%	TSH	M:S
1	LUX	4	11	1	90.91	19:30	19:30
2	BIH	4	23	5	78.26	34:42	06:56
3	RSA	4	8	4	50.00	13:24	03:21

Goalkeeping

(Ranked by highest SVS%)

Rank	Team	GP	GA	SVS	SOG	SVS%	GAA	SHGA	PPGA	SO	ENG
1	BIH	4	17	145	162	89.51	4.20	1	5	0	0
2	LUX	4	13	107	120	89.17	3.20	0	1	1	0
3	RSA	4	43	155	198	78.28	10.75	3	4	0	0

Penalties

(Ranked by highest PIM)

Rank	Team	GP	2	5	10	GM	MP	PIM	PAVG
1	BIH	4	28	0	0	0	0	56	14:00
2	LUX	4	14	0	0	0	0	28	7:00
3	RSA	4	11	0	0	0	0	22	5:30

Shorthanded Goals

(Ranked by highest NET / lowest GP)

Rank	Team	GP	SHGF	SHGA	NET
1	LUX	4	2	0	+2
2	BIH	4	2	1	+1
3	RSA	4	0	3	-3

Attendance

(Ranked by highest average attendance)

Rank	Team	GP	Spect	AVG
1	BIH	4	1800	450
2	LUX	4	1450	362
3	RSA	4	650	162
	Total	6	1950	325

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
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.	