



## GOAL SCORING LEADERS

As of WED 14 OCT 2020

Including Game #10

(Ranked by highest G/ lowest GP)

Rank	Name	No.	Team	Pos.	GP	G	S	SG%	PPG	SHG	+/-
1	HIGGINS Kieran	75	CBY	F	5	12	42	28.57	2	2	+1
2	DALMATAU Ivan	40	AKL	F	5	8	31	25.81	5	0	+6
3	ROLFE Connor	89	DND	F	5	7	26	26.92	1	0	+8
4	STITELY Adam [N]	88	DND	D	5	6	17	35.29	2	0	+10
5	LEWIS Jack	41	DND	F	5	4	18	22.22	0	1	+6
5	ONG Sebastien	48	AKL	F	5	4	17	23.53	1	0	+1
5	RYALL Hamish	36	DND	F	5	4	10	40.00	0	0	+9
8	GREGORY Maz	19	QTN	D	5	3	13	23.08	1	0	-6
8	KEMP Cj	8	QTN	D	5	3	14	21.43	0	0	-6
8	SNOAD Zac	42	AKL	F	5	3	15	20.00	2	0	+4
11	WILLIS Logan	10	CBY	D	4	2	3	66.67	1	0	-5
12	AUDAS Ian	27	DND	D	5	2	17	11.76	0	0	+9
12	CHALLONER Tyler	17	QTN	F	5	2	21	9.52	0	0	-4
12	FONTAINE Jackson	11	CBY	F	5	2	16	12.50	1	0	-1
12	LINTON Oliver	26	DND	F	5	2	7	28.57	1	0	+5
12	RUSKI-JONES Axel	13	QTN	F	5	2	21	9.52	1	0	-1
12	SONCODI Alex	50	AKL	F	5	2	12	16.67	0	1	+2
12	TAPPIN Luke	22	CBY	F	5	2	15	13.33	1	0	-1
12	TAYLOR Ben	37	AKL	F	5	2	14	14.29	0	0	+4
20	WEEKLEY Tristan	23	DND	D	3	1	4	25.00	1	0	-1
21	KNOWLES Connor	31	DND	F	4	1	7	14.29	0	0	+5
22	BLONG Katya	38	AKL	F	5	1	6	16.67	0	0	+3
22	CHAMBERLIN Caleb	39	AKL	F	5	1	17	5.88	0	0	+1
22	CHAMBERLIN Sebastian	45	AKL	D	5	1	3	33.33	0	0	+1
22	CROSSAN Benji	18	DND	D	5	1	7	14.29	1	0	+4
22	DOUGHERTY Aidan	11	DND	D	5	1	3	33.33	0	0	+8
22	FONTAINE Lucas	6	CBY	F	5	1	2	50.00	0	1	-2
22	HODGE Lachlan	68	CBY	F	5	1	2	50.00	0	0	+1
22	LOUW Harry	5	CBY	D	5	1	6	16.67	0	0	-4
22	MELVIN Ethan	6	QTN	F	5	1	18	5.56	0	0	-2
22	SERIKOV Andrei	43	AKL	F	5	1	3	33.33	0	0	+4
22	SIMPSON Max	46	DND	F	5	1	12	8.33	0	0	+4
22	STEPHEN Benjamin	58	AKL	D	5	1	5	20.00	0	0	-2
22	STEPHEN Sebastian	36	AKL	D	5	1	6	16.67	0	0	+1
22	STEPHEN Zachary	44	AKL	D	5	1	13	7.69	0	0	+8
22	SWIFT Kyle	14	CBY	F	5	1	7	14.29	0	0	-3

## Legend:

<b>D</b> Defence	<b>F</b> Forward	<b>G</b> Goals	<b>GP</b> Number of games played
<b>No.</b> Jersey number	<b>Pos.</b> Position	<b>PPG</b> Power play goals	<b>S</b> Shots
<b>SG%</b> Percentage of goals from total shots	<b>SHG</b> Shorthanded goals	<b>+/-</b> Plus/minus net	

