



PLAYER STATISTICS BY TEAM

As of THU 19 MAR 2015 Including Game #10

MGL - Mongolia

Playing Statistics

No	Name	Pos	GP	G	A F	PTS	PIM	+/-	GWG F	PG S	HG S	OG	SG%
1	BAYARSAIKHAN Munkhbold	GK	3	0	0	0	25		0	0	0	0	0.00
2	BATNASAN Od-Erdene	GK	4	0	0	0	0		0	0	0	0	0.00
4	ZORIGT Batgerel	D	4	0	0	0	6	-1	0	0	0	13	0.00
5	ENCKHTUR Munkhzaya	F	4	2	0	2	2	-1	0	1	0	12	16.67
6	IDER Gerelt	F	4	0	0	0	2	+1	0	0	0	1	0.00
7	ICHINOROV Altangerel	F	4	1	2	3	18	+3	0	1	0	9	11.11
8	BOLD Erdenesukh	F	4	0	0	0	0	0	0	0	0	3	0.00
9	TSOGTOO Shinebayar	F	4	2	1	3	4	0	0	0	0	15	13.33
10	BAYAJIKH Bolbayar	D	4	0	0	0	2	0	0	0	0	8	0.00
11	PUREVDORJ Batzaya	F	4	1	2	3	0	+3	0	0	0	21	4.76
13	ZORIGOO Od-Erdene	F	4	0	0	0	2	0	0	0	0	7	0.00
14	JARGALSAIKHAN Bayarsaikhan	F	4	2	3	5	16	+2	1	0	0	12	16.67
15	BOLDBAATAR Munkhuu	D	4	0	0	0	20	+1	0	0	0	6	0.00
16	CHULUUNBAT Purevochir	F	4	0	0	0	0	0	0	0	0	8	0.00
18	NAMJIL Mishigsuren	F	4	4	4	8	14	+4	1	1	0	12	33.33
19	CHULUUNBAT Batbilguun	F	4	0	0	0	0	-1	0	0	0	3	0.00
20	TSOGTBAYAR Naran-Erdene	D	4	0	0	0	4	0	0	0	0	1	0.00
21	GANBOLD Tamir	D	4	2	0	2	16	+3	0	0	1	18	11.11
22	TSEVEEN Gan-Ochir	F	4	2	1	3	0	+1	0	0	0	5	40.00
24	BAATARKHUU Tserenbaljir	F	4	1	0	1	6	-2	0	0	0	8	12.50
25	ARSLAN Mergen	D	4	0	0	0	0	+1	0	0	0	4	0.00
Goal	keeping Statistics												

No Name	GPT GK	(D (GPI	MIP	MIP%	GA	svs	SOG	SVS%	GAA	SO W L
1 BAYARSAIKHAN Munkhbold	4	3	3	174:35	72.74	15	83	98	84.69	5.16	0 1 2
2 BATNASAN Od-Erdene	4	4	3	65:25	27.26	2	36	38	94.74	1.83	0 1 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				