

ICE HOCKEY

IIHF World Championship DIV IIIQ, MEN



ROUND ROBIN

TEAM STATISTICS

As of 17.02.2008

Scoring Efficiency (Ranked by highest SG% / highest GP)

Power Play
(Ranked by highest PP% / highest GP)

Penalty Killing (Ranked by highest PK% / highest GP)

R Team	GP GF	SSG S	SOG	SG%	R Team	GP	ADV	PPGF	PP%	TPP	M:S
1 GRE	2 10	36	46	21.74	1 GRE	2	13	5	38.46	16:04	03:12
2 BIH	2 1	18	19	5.26	2 BIH	2	12	1	8.33	16:34	16:34
3	2 0	0	0	0.00	3	2	0	0	0.00	00:00	00:00

R Team GP DVG PPGA PK% 2 2 16:34 1 GRE 12 91.67 16:34 03:12 2 BIH 13 61.54 16:04 3 2 0 0 0.00 00:00 00:00

Goalkeeping (Ranked by highest SVS%)

Penalties (Ranked by highest PIM)

R Team	GP GA	svs	SOG	svs%	GAA S	HGA PPGA	S	O EN	NG	R Team	GP	2	5	10	GM	MP	PIM	PAVG
1 GRE	2 1	18	19	94.74	1.00	0 1		1	0	1 BIH	2	13	1	1	1	0	61	30.50
2 BIH	2 10	36	46	78.26	10.00	1 5	5	1	0	2 GRE	2	14	0	2	0	0	48	24.00
3	2 0	0	0	0.00	0.00	0 0)	2	0	3	2	0	0	0	0	0	0	0

Shorthanded Goals (Ranked by highest NET / lowest GP)

R Team	GP	SHGF	SHGA	NET
1 GRE	2	1	0	1
2	2	0	0	0
3 BIH	2	0	1	-1

Attendance (Ranked by highest average attendance)

R Team	GP	Spect	AVG
1 BIH	2	3350	1675
2 GRE	2	3150	1575
3	2	300	150
Total	3	3400	1133

Ī	LEGEND										
	2	2-minute penalties	5	5-minute penalties	10	10-minute penalties					
	ADV	Advantage (times on power play)	AVG	Average	DVG	Disadvantage (number of times shorthanded)					
	ENG	Empty net goal	GA	Goals against	GAA	Goals against average per 60 minutes					
	GF	Goals for	GM	Game misconducts	GP	Number of game played					
	MP	Match penalties	M:S	Average time in min. and sec.	NET	SHGF - SHĞA					
	PAVG	PIM in average	PIM	Penalties in minutes	PK%	Penalty killing percentages					
	PPGA	Power play goals against	PPGF	Power play goals for	PP%	Power play eff. in percentage					
	R	Ranking	SG%	Percentage of goals from total shots	SHGA	Shorthanded goals against					
	SHGF	Shorthanded goals for	SO	Shutouts	SOG	Shots on goal					
	S	Spectators	SSG	Shot saved by goalkeeper	SVS	Saves					
	SVS%	SVS in percentage of shots on goal	TPP	Time on power play	TSH	Time shorthanded in min, and sec.					