

PLAYER STATISTICS BY TEAM

As of FRI 4 JAN 2013

Including Game #29

CZE - Czech Republic

Playing Statistics

No	Name	Pos	GP	G	A	PTS	PIM	+/-	GWG	PPG	SHG	SOG	SG%
1	BARTOSAK Patrik	GK	6	0	0	0	0		0	0	0	0	0.00
2	LUKAS Jan	GK	0	0	0	0	0		0	0	0	0	0.00
4	URBANEC Patrik	D	6	0	0	0	0	-1	0	0	0	1	0.00
5	FRK Martin	F	6	3	1	4	16	-1	0	2	0	18	16.67
6	MUSIL David	D	6	0	0	0	18	0	0	0	0	11	0.00
8	JENIK Stepan	D	6	0	0	0	4	+2	0	0	0	6	0.00
10	KOBLASA Petr	F	6	0	0	0	0	-1	0	0	0	8	0.00
11	SIDLIK Petr	D	6	0	5	5	8	0	0	0	0	3	0.00
12	PAVELKA Tomas	D	6	0	2	2	4	+1	0	0	0	5	0.00
13	HRBAS Marek	D	6	1	0	1	6	+4	1	1	0	6	16.67
15	VRANA Jakub	F	6	0	1	1	2	+1	0	0	0	3	0.00
16	FAKSA Radek	F	6	0	2	2	2	+1	0	0	0	8	0.00
17	STENCEL Jan	D	6	0	1	1	2	0	0	0	0	8	0.00
18	TOMECEK Vojtech	F	4	0	0	0	0	0	0	0	0	5	0.00
19	HERTL Tomas	F	6	2	3	5	10	0	2	1	0	23	8.70
20	JASKIN Dmitrij	F	6	3	3	6	12	+3	1	1	0	21	14.29
21	BERAN Matej	F	5	1	0	1	8	-1	0	0	0	12	8.33
24	BERANEK Petr	F	6	1	1	2	2	0	0	0	0	9	11.11
25	NEMEC Erik	F	6	0	0	0	2	-1	0	0	0	4	0.00
27	HYKA Tomas	F	6	3	2	5	2	0	0	0	0	17	17.65
28	SVIHALEK Michal	F	6	1	1	2	2	+2	0	0	0	9	11.11
29	SEDLAK Lukas	F	6	1	2	3	10	+1	0	0	0	9	11.11
30	MACHOVSKY Matej	GK	6	0	0	0	2		0	0	0	0	0.00

Goalkeeping Statistics

No	Name	GPT	GKD	GPI	MIP	MIP%	GA	SVS	SOG	SVS%	GAA	SO	W	L
1	BARTOSAK Patrik	6	6	5	262:47	72.66	12	103	115	89.57	2.74	0	3	1
2	LUKAS Jan	6	0	0	00:00	0.00	0	0	0	0.00	0	0	0	0
30	MACHOVSKY Matej	6	6	2	98:52	27.34	8	57	65	87.69	4.86	0	0	1

LEGEND

A 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		