



TEAM STATISTICS

As of SUN 4 MAY 2025

Including Game 18

Scoring Efficiency

(Ranked by highest SG% / highest GP)

Rank	Team	GP	GF	SSG	SOG	SG%
1	VIK	12	112	428	540	20.74
2	SR	12	51	278	329	15.50
3	JOT	12	80	447	527	15.18

Power Play

(Ranked by highest PP% / highest GP)

Rank	Team	GP	ADV	PPGF	PP%	TPP	M:S
1	JOT	12	31	14	45.16	49:41	03:32
2	VIK	12	39	12	30.77	65:08	05:25
3	SR	12	45	10	22.22	80:54	08:05

Penalty Killing

(Ranked by highest PK% / highest GP)

Rank	Team	GP	DVG	PPGA	PK%	TSH	M:S
1	VIK	12	34	9	73.53	60:52	06:45
2	JOT	12	54	18	66.67	90:54	05:03
2	SR	12	27	9	66.67	43:57	04:53

Goalkeeping

(Ranked by highest SVS%)

Rank	Team	GP	GA	SVS	SOG	SVS%	GAA	SHGA	PPGA	SO	ENG
1	VIK	12	52	349	401	87.03	4.31	5	9	1	0
2	SR	12	98	494	592	83.45	8.19	4	9	0	1
3	JOT	12	93	310	403	76.92	7.74	3	18	0	0

Penalties

(Ranked by highest PIM)

Rank	Team	GP	2	5	10	GM	MP	PIM	PAVG
1	JOT	12	60	1	0	2	0	165	13:45
2	VIK	12	42	2	0	2	0	134	11:10
3	SR	12	32	1	0	1	0	89	7:25

Shorthanded Goals

(Ranked by highest NET / lowest GP)

Rank	Team	GP	SHGF	SHGA	NET
1	JOT	12	8	3	+5
2	VIK	12	3	5	-2
3	SR	12	1	4	-3

Attendance

(Ranked by highest average attendance)

Rank	Team	GP	Spect	AVG
1	JOT	12	77	6
1	VIK	12	77	6
3	SR	12	0	0
Total		18	77	4

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.		