



Game summary

Date: 30.06.2026 Location: Mārupes Ledus halle Start time: 10:30 Spec.: Game No.: 85

Mārupes Hokeja Savienība

**0 : 0**  
(0:0, 0:0, 0:0)

HK Prizma

Referees

Linespersons

Statistics

Period	Score	SVS	SOG	PIM	TPP	PPG	SHG
1st period	0 : 0	0 : 0	0 : 0	0 : 0	0:00 : 0:00	0 : 0	0 : 0
2nd period	0 : 0	0 : 0	0 : 0	0 : 0	0:00 : 0:00	0 : 0	0 : 0
3rd period	0 : 0	0 : 0	0 : 0	0 : 0	0:00 : 0:00	0 : 0	0 : 0
<b>Total</b>	<b>0 : 0</b>	<b>0 : 0</b>	<b>0 : 0</b>	<b>0 : 0</b>	<b>0:00 : 0:00</b>	<b>0 : 0</b>	<b>0 : 0</b>

1st period

Action	Time	ET/Res	Team	Type	No.	Surname, name	Assistants / Description
No events during the period							

2nd period

Action	Time	ET/Res	Team	Type	No.	Surname, name	Assistants / Description
No events during the period							

3rd period

Action	Time	ET/Res	Team	Type	No.	Surname, name	Assistants / Description
No events during the period							

Goalkeeper records

Mārupes Hokeja Savienība

No.	Surname, name	SOG	SVS	%	MIP
No data available					

HK Prizma

No.	Surname, name	SOG	SVS	%	MIP
No data available					

Team statistics

Mārupes Hokeja Savienība (MHS)

No.	Pos.	Surname, name	G	A	P	PIM	FO+	FO-	FO+/-	FO%	Shots on goal			
											1	2	3	TOT
<b>Total</b>											0	0	0	0

Head coach:

HK Prizma (PRI)

No.	Pos.	Surname, name	G	A	P	PIM	FO+	FO-	FO+/-	FO%	Shots on goal			
											1	2	3	TOT
<b>Total</b>											0	0	0	0

Head coach:

Legend:

<b>C</b> Captain	<b>A</b> Alternate Captain	<b>F</b> Forward	<b>D</b> Defenseman
<b>No.</b> Jersey number	<b>Pos.</b> Position	<b>PP2</b> Powerplay goal (+2)	<b>PP1</b> Powerplay goal
<b>EQ</b> Goal, equal strength	<b>PK1</b> Shorthanded goal	<b>PK2</b> Shorthanded goal (-2)	<b>G</b> Goals
<b>A</b> Assists	<b>SVS</b> Saves	<b>SOG</b> Shots on goal	<b>MIP</b> Minutes in play (GK)
<b>PIM</b> Penalties in minutes	<b>TPP</b> Time on power play	<b>PPG</b> Power play goals	<b>SHG</b> Shorthanded goals
<b>FO+</b> Face-offs won	<b>FO-</b> Face-offs lost	<b>FO+/-</b> Face-offs net	<b>FO%</b> Face-offs won as percentage
<b>TOT</b> Total			