

Coal City vs Seneca played on 12/26/11 (49 - 65)
(Away) Type: Christmas Cla
Score by Periods 1st 2nd 3rd 4th
Seneca 22 10 17 16
Coal City 7 19 9 14

Game Notes:

Player	#	*PTS	Min	FGM	FGA	FG%	3PM	3PA	3P%	2PM	2PA	2P%	FTM	FTA	FT%	OReb	DReb
Jon West	25	12	16	5	6	.833	0	0	.000	5	6	.833	2	4	.500	3	4
Jake Aichele	22	11	20	4	5	.800	1	2	.500	3	3	1.000	2	3	.667	1	3
Matt Halloran	13	10	30	4	17	.235	2	5	.400	2	12	.167	0	0	.000	0	2
Joe Miceatich	20	5	16	2	3	.667	1	1	1.000	1	2	.500	0	0	.000	0	0
Nick Peters	31	5	22	2	4	.500	0	0	.000	2	4	.500	1	2	.500	1	7
Mitch Herman	15	2	16	1	3	.333	0	0	.000	1	3	.333	0	0	.000	1	0
Brennen Shetina	12	2	25	1	5	.200	0	0	.000	1	5	.200	0	0	.000	1	0
TJ CastileWashington	21	2	5	1	3	.333	0	0	.000	1	3	.333	0	0	.000	2	0
Jeremy Jiskra	33	0	1	0	0	.000	0	0	.000	0	0	.000	0	0	.000	0	0
Colin Anderson	10	0	7	0	0	.000	0	0	.000	0	0	.000	0	0	.000	1	0
Chris Jenke	11	0	2	0	1	.000	0	0	.000	0	1	.000	0	0	.000	0	0
Total for Game		49	160	20	47	.426	4	8	.500	16	39	.410	5	9	.556	10	16
Opponents		65	161	25	47	.532	5	11	.455	20	36	.556	10	14	.714	7	16

Player	REB	PF	Ast	Stl	Blk	TO	Trav	Stol	DD	BP	PARS
Jon West	7	2	0	2	2	2	0	2	0	0	21
Jake Aichele	4	3	0	0	0	1	1	0	0	0	15
Matt Halloran	2	2	3	2	0	8	0	5	0	3	17
Joe Miceatich	0	0	1	2	0	1	0	0	0	1	8
Nick Peters	8	2	0	1	2	1	0	1	0	0	14
Mitch Herman	1	0	1	0	0	0	0	0	0	0	4
Brennen Shetina	1	3	5	2	0	8	1	4	0	2	10
TJ CastileWashington	2	1	0	0	0	0	0	0	0	0	4
Jeremy Jiskra	0	0	0	0	0	0	0	0	0	0	0
Colin Anderson	1	0	0	0	0	0	0	0	0	0	1
Chris Jenke	0	0	0	1	0	0	0	0	0	0	1
Total for Game	26	13	10	10	4	21	2	12	0	6	95
Opponents	23	8	13	14	2	20	6	9	0	4	115

[PTS]-Total Points [Min]-Min Played [FGM]-Field Goals Made [FGA]-Field Goal Attempts [FG%]-Field Goal percent [3PM]-3pt Made [3PA]-3pt Attempts [3P%]-3pt % [2PM]-2pt Made [2PA]-2 Pt Attempts [2P%]-2pt % [FTM]-Free Throws Made [FTA]-Free Throw Attempts [FT%]-Free Throw % [OReb]-Off Rebounds [DReb]-Def Rebounds [REB]-Total Rebounds [PF]-Personal Fouls [Ast]-Assists [Stl]-Steals [Blk]-Blocked Shots [TO]-Total Turnovers [Trav]-Traveling [Stol]-Stolen From [DD]-Double Dribble [BP]-Bad Pass [PARS]-Efficiency