

Game summary

Date: 11.07.2026 Location: Šveice Start time: 11:22 Spec.: Game No.: 0

Šveices izlase

4 : 0

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

Latvijas izlase

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
Total	0 : 0	0 : 0	0 : 0	0 : 0	0:00 : 0:00	0 : 0	0 : 0

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

Šveices izlase

No.	Surname, name	SOG	SVS	%	MIP
-----	---------------	-----	-----	---	-----

Latvijas izlase

No.	Surname, name	SOG	SVS	%	MIP
-----	---------------	-----	-----	---	-----

Team statistics

Šveices izlase (SUI)

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

Head coach:

Latvijas izlase (LAT)

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

Head coach:

Legend:

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