

2025-2026 Dickinson State University Men's Basketball
Overall Statistics (as of Oct 24, 2025)

Overall Record: 0-1 Home: 0-0 Away: 0-0 Neutral: 0-1

#	Player	GP-GS	MIN	AVG	FG		3PT		FT		Rebounds				PF	DQ	A	TO	BLK	STL	PTS	AVG
					FG-FGA	FG%	3FG-FGA	3FG%	FT-FTA	FT%	OFF	DEF	TOT	AVG								
21	Visentin, Nate	1-1	22	22.0	8-14	.571	0-1	.000	2-5	.400	4	8	12	12.0	3	0	0	3	1	1	18	18.0
3	Cranston, Britton	1-0	25	25.0	4-6	.667	2-2	1.000	2-3	.667	1	1	2	2.0	4	0	0	0	0	2	12	12.0
2	Doughty, Griffyn	1-1	29	29.0	5-11	.455	1-4	.250	0-0	.000	0	3	3	3.0	4	0	0	1	1	0	11	11.0
1	Linton, Quincy	1-1	28	28.0	3-8	.375	0-3	.000	4-4	1.000	0	2	2	2.0	2	0	0	4	0	2	10	10.0
23	Stinson, Cordell	1-1	19	19.0	3-6	.500	1-3	.333	0-0	.000	0	4	4	4.0	1	0	1	1	0	0	7	7.0
5	Stewart, DC	1-0	21	21.0	2-4	.500	2-4	.500	0-1	.000	0	0	0	0.0	2	0	1	1	0	1	6	6.0
20	Winczewski, Aric	1-0	22	22.0	1-2	.500	0-1	.000	2-2	1.000	0	3	3	3.0	3	0	3	0	0	0	4	4.0
50	Zacher, Weston	1-0	16	16.0	1-5	.200	0-3	.000	0-0	.000	0	2	2	2.0	0	0	0	1	0	0	2	2.0
12	Vargas, Isaiah	1-1	18	18.0	0-4	.000	0-2	.000	0-0	.000	0	0	0	0.0	1	0	3	1	0	1	0	0.0
Total		1	200	200.0	27-60	.450	6-23	.261	10-15	.667	5	24	29	29.0	20	0	8	12	2	7	70	70.00
Opponents		1	200	200.0	33-67	.493	9-20	.450	12-16	.750	12	31	43	43.0	17	0	13	14	1	7	87	87.00

Team Statistics	DiSU	OPP
SCORING	70	87
Points Per Game	70.0	87.0
Scoring Margin	-17.0	-
FIELD GOALS-ATT	27-60	33-67
Field Goal Pct	.450	.493
3 POINT FG-ATT	6-23	9-20
3PT FG Pct	.261	.450
3PT Made Per Game	6.0	9.0
FREE THROWS-ATT	10-15	12-16
FT Pct	.667	.750
FT Made Per Game	10.0	12.0
REBOUNDS	29	43
Rebounds Per Game	29.0	43.0
Rebounds Margin	-14.0	-
ASSISTS	8	13
Assists Per Game	8.0	13.0
TURNOVERS	12	14
Turnovers Per Game	12.0	14.0
Turnovers Margin	2.0	-
Assist/Turnover Ratio	0.7	0.9
STEALS	7	7
Steals Per Game	7.0	7.0
BLOCKS	2	1
Blocks Per Game	2.0	1.0
ATTENDANCE	0	0
Dates/Avg Per Date	0-0	0-0
Neutral Site #/Avg	-	1-0

Score by Periods	1st	2nd	Total
Dickinson State (ND)	31	39	70
Opponents	49	38	87

Conf	Date	Opponent	W/L	Score	Att.
	10/24/25	vs Eastern Oregon	L	70-87	0

* = Conference game