TWU Spartans (10-2-1) -vs- Sask Huskies () 10/31/2003 at Saskatoon, SK

Date: 10/31/2003 Attendance: 0
Stadium: 0
Officials:

Goals By Period	1	2	OT-1	Total
TWU Spartans	0	1	1	2
Sask Huskies	0	1	0	1

TWU Spartans 2

Sask Huskies 1

6 Lee E 8 Micha 10 Nick F 11 Trevo 12 Josh I 15 Jason 16 Mike	ael Riehl Perugini	1 1 1 6	0 0 0	0 1 0	0	KEEP		Starters Adam Chomos Marcus Storey	0	0	0	0
6 Lee E 8 Micha 10 Nick F 11 Trevo 12 Josh I 15 Jason 16 Mike	Ellis aael Riehl Perugini	1	0	1	0	KEEP						0
8 Micha 10 Nick F 11 Trevo 12 Josh I 15 Jason 16 Mike	ael Riehl Perugini	1	0	•			2	Marcus Storey	0	Ο	0	
10 Nick F 11 Trevo 12 Josh I 15 Jason 16 Mike	Perugini	1 6		Ο				mar cae crerej	•	U	0	0
11 Trevo 12 Josh I 15 Jason 16 Mike	-	6	_	0	0		4	Corey Regel	0	0	0	0
12 Josh I 15 Jason 16 Mike	or Rosencrans		0	1	0		7	Terry Fusco	1	0	0	0
15 Jason 16 Mike		0	0	0	0		8	Dwayne Gareau	1	0	0	0
16 Mike	McCaig	2	0	0	0		10	Jordan Schidlowsky	4	0	0	0
	n Flint	1	0	0	0		11	Bahia Kashmir	0	0	0	Ο
17 Mark	Barney e	0	0	0	0		12	Matthew Mitchell	0	0	0	0
17 IVIGIR	Peters	2	0	0	0		13	Amilcar Prime	3	0	0	0
18 Marc	c Koroll	0	0	0	0		19	Jay Tomchuk	3	0	0	0
KEEP 20 Chris	s Cecil	0	0	0	0			Substitutes				
	Substitutes							Totals	12	0	0	0
5 James	es Riehl	1	0	0	0							
7 Brian	n Scrivens	0	0	0	0							
9 Travis	ris Hill	0	0	0	0				linutes		Sa	<u>ves</u>
Totals	ls 1	5	0	2	0	1Ad	dam	Chomos 1	03:00	2		6_
						То	otals			2		6

#	Goalkeepers	Minutes	GA	Saves
20	Chris Cecil	103:00	1	2
	Totals		1	2

Shots By Period	1	2	OT-1	Total	Corner Kicks By Period	1	2	OT-1	Total
TWU Spartans	5	7	2	15	TWU Spartans	2	2	0	4
Sask Huskies	6	7	1	12	Sask Huskies	2	2	0	4
Saves By Period					Fouls By Period				
TWU Spartans	0	1	1	0	TWU Spartans	6	7	2	15
Sask Huskies	2	4	0	-2	Sask Huskies	5	6	0	11

Scoring Summary

Time	Team	Goal Scorer	Assist	Description
54:00	SASK	TEAM		TWU own goal off Mark Peters
90:00	TWU	Nick Perugini		free kick, bttm left crnr
103:0	T. A // I			
Ü	TWU	Lee Ellis		long shot frm R side, over GK top crnr

Cautions and Ejections: There were no penalties in this game.

Time Play By Play