**TEAM LEADERS & TOP PERFORMERS**

**AUSTRIAN FOOTBALL**

* Kicks
* Handballs
* Goals
* Goals Assists

**BASEBALL & SOFTBALL & SLO PITCH**

**BATTING**

H: Hits

RBI: Runs Batted In

AVG: Batting Average

OBP: On Base Percentage

HR: Home Runs

**FIELDING**

ER: Errors

TC: Total Chances

PO: Putouts

A: Assists

FPCT: Field Percentage

**PITCHING**

W: Wins

K: Strikeouts

ST: Strikes Thrown

WHIP: Walk & Hits Per Innings Pitched

ERA: Earned Run Average

**BASKETBALL**

* Points
* Rebounds
* Assists
* Steals
* Blocks

**BEACH VOLLEYBALL**

* Scores
* Kills
* Aces
* Blocks
* Assists

**FIELD HOCKEY**

**Scoring**

* PTS: Points
* G: Goals
* AST: Assist
* SPCT: Shooting Percentage

**Goaltending**

* Saves
* Save Percentage
* Shots Against Goal
* GA: Goals Allowed (lowest number is shown)

**LACROSSE**

**Scoring**

* PTS: Points
* G: Goals
* AST: Assist
* SPCT: Shooting Percentage

**Goaltending**

* Saves
* Save Percentage
* Shots Against Goal
* GA: Goals Allowed (lowest number is shown)

**ICE HOCKEY**

**Scoring**

* PTS: Points
* G: Goals
* AST: Assist
* SPCT: Shooting Percentage

**Goaltending**

* Saves
* Save Percentage
* Shots Against Goal
* GA: Goals Allowed (lowest number is shown)

**WATER POLO**

**Scoring**

* Goals
* Steals
* Blocks
* Assist

**Goaltending**

* Saves
* Save Percentage
* Shots Against Goal
* GA: Goals Allowed (lowest number is shown)

**SOCCER & INDOOR SOCCER**

**Scoring**

* Goals
* Penalty Goals
* Shots on Goal
* Assist

**Defending**

* Tackles
* Tackles Made Gaining Possession
* Recover Balls
* Clearances Completed

**Goaltending**

* Saves
* Save Percentage
* Shots Against Goal
* GA: Goals Allowed (lowest number is shown)

**RUGBY**

**SCORING**

PG: Penalty Goals

CG: Conversion Goals

DGC: Drop Goals Converted

PTS: Points

**ATTACKING**

K: Kicks

P: Passes

DB: Defenders Beaten

LWS: Lineout Won Steal

**DEFENDING**

TC: Turnovers Conceded

TR: Tries

MT: Missed Tackles

LW: Lineouts Won

**TEAM HANDBALL**

**Scoring**

* Points
* Goals
* Assist
* Shooting Percentage

**Goaltending**

* Saves
* Save Percentage
* Shots Against Goal
* GA: Goals Allowed (lowest number is shown)

**VOLLEYBALL**

* Scores
* Kills
* Aces
* Digs
* Blocks

**GOLF**

* Birdies
* Eagles
* Greens
* Par

**CRICKET**

**Batting**

Runs:

Highest Score

Batting Average

Batting Strike Rate

**Bowling**

Runs Conceded

Bowling Average

Economy Rate

Bowling Strike Rate

**FOOTBALL**

**PASSING**

CMP: Completions

CMP%: Completion percentage

PYDS: Passing Yards

PTD: Passing Touchdowns

**RUSHING**

* ATT: Rushing attempts
* YDS: Total rushing yards
* AVG: Average yards per carry
* TD: Rushing touchdowns

**Receiving**

* REC: Total receptions
* RYDS: Receiving Yards
* RAVG: Average Yards Reception
* RTD: Receiving Touchdowns

**DEFENSE**

TOTAL: Total tackles

SACK: Sacks

INT: Interceptions

FF: Forced Fumbles

PD: Pass Defended

**SCORING**

PASS: Passing touchdowns

RUSH: Rushing touchdowns

RCTD: Receiving touchdown

PTS: Total points

**RETURNS**

KYDS: Kickoff Return Yards

KTD: Kickoff Return Touchdowns

RETY: Yards Returned on Punts

PTD: Punt Return Touchdowns

**KICKING**

FGM: Field Goals Made

XPM: Extra Points Made

**FLAG FOOTBALL**

**PASSING**

CMP: Completions

CMP%: Completion percentage

PYDS: Passing Yards

PTD: Passing Touchdowns

**RUSHING**

* ATT: Rushing attempts
* YDS: Total rushing yards
* AVG: Average yards per carry
* TD: Rushing touchdowns

**Receiving**

* REC: Total receptions
* RYDS: Receiving Yards
* RAVG: Average Yards Reception
* RTD: Receiving Touchdowns

**DEFENSE**

TOTAL: Total Flags

SACK: Sacks

INT: Interceptions

PD: Pass Defended

**SCORING**

PASS: Passing touchdowns

RUSH: Rushing touchdowns

RCTD: Receiving touchdown

PTS: Total points

**INLINE HOCKEY & STREET HOCKEY & FLOOR HOCKEY & WHEELCHAIR HOCKEY & BANDY & BROOMBALL & FLOORBALL & CAMOGIE**

**Scoring**

G: Goals

AST: Assist

PTS: Points

SPCT: Shooting Percentage

**Goaltending**

* Saves
* Save Percentage
* Shots Against Goal
* GA: Goals Allowed (lowest number is shown)

**BOCCE**

* Points
* Bocces
* Debocces
* Aces