

SCOTTSDALE SHENANIGANS

PLAYER	G	A	Pts	PM
Craig Lott	3	1	4	4
Justin Lindsay	1	3	4	4
Hunter Lott	1	3	4	2
Tryan Ullman	2	1	3	0
Max Haman	1	2	3	6
Aaron Richards	1	2	3	0
Shelby Pitts	1	0	1	0
Tony Kurth	0	1	1	0
Neil Pentz	0	1	1	0
Howard Dworman	0	1	1	24
Peter Ullman	0	1	1	0
Kevin Harper	0	0	0	2
TOTALS	10	16	26	42

2025 LAS VEGAS HOCKEY CLASSIC

LEADING SCORERS		G	A	Pts
Tim Northup	Huntington Beach Clown Punchers	4	3	7
Liam Scott	Sacramento Yeti - Roar	4	1	5
Mike Malinowski	Huntington Beach Clown Punchers	3	2	5
Drew Rice	Denver 5280	2	3	5
Stephen Lykke	Sacramento Yeti - Roar	2	3	5
Justin Lefler	Huntington Beach Clown Punchers	1	4	5
Mike Szapor	Denver 5280	3	1	4
Craig Lott	Scottsdale Shenanigans	3	1	4
Donny Shimohara	Huntington Beach Clown Punchers	2	2	4
Zack Wilson	Sacramento Yeti - Roar	2	2	4
Dan Long	Denver 5280	1	3	4
Justin Lindsay	Scottsdale Shenanigans	1	3	4
Matt Rice	Denver 5280	3	0	3

PALAZZO DIVISION

STANDINGS

	W	L	T	PTS	GF	GA
Sacramento Yeti - Roar	2	1	0	4	9	7
Huntington Beach Clown Punchers	2	1	0	4	12	7
Scottsdale Shenanigans	1	2	0	2	10	13
Denver 5280	1	2	0	2	10	14

GOALIE STATS

	Games	W	L	T	GAA
Nick Rogers Sacramento Yeti - Roar	4	3	1	0	2.25
Tommy Faust H.B. Clown Punchers	4	2	2	0	2.75
Kevin Harper Scottsdale Shenanigans	3	1	2	0	4.33
Matt Hertz Denver 5280	3	1	2	0	4.67

TOURNAMENT RESULTS

Sacramento Yeti - Roar	3	Denver 5280	5
H.B. Clown Punchers	2	Sacramento Yeti - Roar	3
Scottsdale Shenanigans	6	Sacramento Yeti - Roar	3
Denver 5280	5 OT	Scottsdale Shenanigans	0
H.B. Clown Punchers	5	H.B. Clown Punchers	5
Scottsdale Shenanigans	4	Denver 5280	0

Championship Game

Sacramento Yeti - Roar	4
H.B. Clown Punchers	2

ALL TOURNAMENT TEAM

Goalie	Nick Rogers	Sacramento Yeti - Roar
Defense	Tim Northup	Hunt. Beach Clown Punchers
Defense	Zach Wilson	Sacramento Yeti - Roar
Forward	Justin Lefler	Hunt. Beach Clown Punchers
Forward	Stephen Lykke	Sacramento Yeti - Roar
Forward	Mike Malinowski	Hunt. Beach Clown Punchers

CHAMPIONS

SACRAMENTO YETI - ROAR

MOST VALUABLE PLAYER

CLINT RABE

Sacramento Yeti - Roar