

# Box Score Report

St. Joseph Boys Varsity Basketball @ Staples Boys Varsity Basketball - 2/20/2023 7:00 PM

## BOX SCORE

Team	1	2	3	4	T
St. Joseph	9	7	8	11	35
Staples	16	17	19	20	72

## TEAM STATS

	St. Joseph	Staples
Points	35	72
Shots Made - Attempted	12-40 (30%)	29-41 (70%)
Three Point Shots Made - Attempted	4-17 (23%)	7-10 (70%)
Free Throws Made - Attempted	7-10 (70%)	7-8 (87%)
Rebounds	10	29
Offensive Rebounds	2	4
Defensive Rebounds	8	25
Assists	6	18
Steals	4	5
Blocks	2	1
Turnovers	8	7
Personal Fouls	9	11
Bench Points	8	24
Second Chance Points	0	0
Points Off Turnovers	0	4

## PLAYER STATS

### ST. JOSEPH

Player	FGM-A	3PM-A	FTM-A	OREB	DREB	REB	AST	STL	BLK	TO	PF	PTS	MIN
#10 Sean Christy*	4-12	1-3	2-2	0	1	1	1	0	1	0	3	11	25
#1 Brandon Hutchinson*	3-7	1-2	2-4	0	0	0	1	3	0	2	2	9	22
#12 Marko Joksovic*	2-4	1-2	0-0	0	3	3	0	1	1	0	2	5	19
#34 Walden Hinkley	0-1	0-0	3-4	1	1	2	0	0	0	0	0	3	10
#25 Jayden Febus	1-5	1-3	0-0	1	0	1	0	0	0	0	0	3	6
#30 Kaelon Commodore*	1-7	0-5	0-0	0	0	0	1	0	0	1	0	2	25
#21 Michael Spadaccino	1-1	0-0	0-0	0	0	0	0	0	0	2	0	2	8
#3 Luke Dana*	0-1	0-1	0-0	0	2	2	3	0	0	1	1	0	22
#24 Jermaine Hatchett	0-1	0-1	0-0	0	1	1	0	0	0	2	0	0	14
#31 Julien Jacques	0-1	0-0	0-0	0	0	0	0	0	0	0	1	0	4
Team	0-0	0-0	0-0	0	0	0	0	0	0	0	0	0	0

\* indicates a Starter

### STAPLES

Player	FGM-A	3PM-A	FTM-A	OREB	DREB	REB	AST	STL	BLK	TO	PF	PTS	MIN
#24 Sam Clachko*	6-8	3-4	2-2	0	3	3	3	1	0	1	0	17	23
#2 Ethan Cukier*	5-7	1-1	0-0	0	1	1	2	2	0	1	0	11	24
#3 Charlie Honig*	3-3	0-0	2-2	0	2	2	4	0	0	2	1	8	20
#4 Cody Sale*	3-5	1-2	0-0	0	4	4	0	0	0	1	2	7	22
#32 Mason Tobias	2-2	1-1	2-2	0	0	0	0	0	0	0	0	7	6
#10 Caleb Smith	3-3	0-0	0-0	0	2	2	3	0	0	1	2	6	14
#12 Chris Zajac*	2-5	0-1	1-2	3	9	12	1	0	1	1	2	5	18
#1 Adam Udell	2-3	0-0	0-0	0	1	1	3	2	0	0	2	4	9
#0 Ryland Noorily	1-1	1-1	0-0	1	1	2	0	0	0	0	0	3	4
#5 Will Holleman	1-2	0-0	0-0	0	2	2	2	0	0	0	2	2	8
#21 Ty Levine	1-2	0-0	0-0	0	0	0	0	0	0	0	0	2	4
#14 Charlie Bowman	0-0	0-0	0-0	0	0	0	0	0	0	0	0	0	0
#23 Nick Sikorski	0-0	0-0	0-0	0	0	0	0	0	0	0	0	0	1
#13 Nathan Smith	0-0	0-0	0-0	0	0	0	0	0	0	0	0	0	0
Team	0-0	0-0	0-0	0	0	0	0	0	0	0	0	0	0

\* indicates a Starter