

SACRAMENTO KINGS AT BOSTON CELTICS (11/25/2022)

SACRAMENTO KINGS (10-8)							Rebounds										
Player	FGM	FGA	3FGM	3FGA	FT	FTM	Off	Def	Tot	PF	PTS	A	TO	Blk	Stl	Min	+/-
Harrison Barnes	F	1	4	0	2	2	2	3	5	1	4	0	0	0	0	24	-9
De'Aaron Fox	G	9	25	1	5	2	1	2	3	1	21	4	2	0	1	30	-16
Kevin Huerter	G	8	11	3	6	1	4	1	5	2	20	1	1	0	0	30	-7
Keegan Murray	F	3	8	1	6	1	2	1	3	5	8	1	0	0	0	24	-16
Domantas Sabonis	C	8	18	0	1	1	4	5	9	4	17	3	1	0	0	33	-24
Terence Davis		1	7	1	5	3	0	2	2	1	6	1	0	0	1	15	-11
Matthew Dellavedova		0	1	0	1	0	0	0	0	0	0	0	0	0	0	4	0
Richaun Holmes		0	0	0	0	0	0	2	2	0	0	0	0	0	0	6	1
Trey Lyles		1	2	0	1	0	1	1	2	0	2	0	0	0	0	8	-4
Chimezie Metu		3	4	0	0	2	0	1	1	1	8	0	0	0	0	9	-6
Davion Mitchell		3	3	1	1	0	0	0	0	1	7	1	1	0	1	14	-13
Malik Monk		2	9	0	2	0	0	1	1	1	4	1	4	0	0	23	-20
KZ Okpala		0	2	0	1	0	2	2	4	2	0	2	0	2	0	20	-20
Team													0				
Totals		39	94	7	31	12	16	23	39	19	97	14	9	2	3	240	

BOSTON CELTICS							Rebounds										
Player	FGM	FGA	3FGM	3FGA	FT	FTM	Off	Def	Tot	PF	PTS	A	TO	Blk	Stl	Min	+/-
Jaylen Brown	F	10	17	3	4	1	1	2	3	3	24	1	3	0	0	27	17
Al Horford	C	2	3	1	2	2	3	4	7	3	7	6	0	2	0	28	25
Marcus Smart	G	5	7	1	2	0	0	0	0	4	11	5	3	0	2	29	19
Jayson Tatum	F	10	18	1	4	9	1	11	12	2	30	1	5	0	0	31	25
Derrick White	G	3	3	1	1	0	0	8	8	1	7	2	0	0	0	26	9
Malcolm Brogdon		8	14	3	6	2	0	2	2	2	21	4	1	0	1	23	17
JD Davison		0	1	0	1	0	0	0	0	0	0	1	1	0	0	4	0
Sam Hauser		5	14	1	7	0	2	3	5	3	11	1	1	0	0	22	11
Justin Jackson		1	3	1	2	0	1	1	2	0	3	1	0	0	0	5	-3
Luke Kornet		3	3	0	0	0	3	2	5	1	6	1	0	0	0	14	8
Payton Pritchard		2	2	0	0	0	0	4	4	1	4	1	0	0	1	14	13
Noah Vonleh		0	0	0	0	0	2	0	2	1	0	0	0	0	0	6	-4
Grant Williams		1	2	0	1	0	0	2	2	0	2	2	1	0	0	11	8
Team													0				
Totals		50	87	12	30	14	15	41	56	21	126	26	15	2	4	240	

Score by Quarters	SAC	BOS
Q1	26	35
Q2	21	34
Q3	19	24
Q4	31	33
FINAL	97	126

47-69
66-93

SAC						BOS					
FGM	FGA	3FGM	3FGA	FTM	FTA	FGM	FGA	3FGM	3FGA	FTM	FTA
11	20	2	6	2	2	12	23	5	11	6	6
9	26	0	7	3	4	15	22	3	5	1	1
8	25	3	10	0	0	11	21	1	6	1	2
11	23	2	8	7	9	12	21	3	8	6	6
39	94	7	31	12	15	50	87	12	30	14	15
0.415		0.226		0.800		0.575		0.400		0.933	