

Ostrava Steelers Individual Game-by-Game (as of Jul 20, 2023) All games

#82 M.Harustak

Date	Opponent	Rushing				Receiving				Passing				Kick Returns				Punt Returns				all purp				
		no.	yds	td	lg	no.	yds	td	lg	cmp	att	int	yds	td	lg	no.	yds	td	lg	no.	yds		td	lg		
Apr 01	at Nitra Knights	0	0	0	0	0	0	0	0	0-0-0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Apr 23	USTI N.LABEM BLADES	0	0	0	0	0	0	0	0	0-0-0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Apr 29	at Brno Alligators	0	0	0	0	0	0	0	0	0-0-0	0	0	0	0	0	0	0	2	11	0	9	0	0	0	0	11
May 07	PREROV MAMMOTHS	0	0	0	0	1	6	0	6	0-0-0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	6
May 13	at Bratislava Monarchs	0	0	0	0	0	0	0	0	0-0-0	0	0	0	1	20	0	20	0	0	0	0	0	0	0	0	20
May 28	at Vysocina Gladiators	0	0	0	0	0	0	0	0	0-0-0	0	0	0	2	24	0	15	0	0	0	0	0	0	0	0	24
Jun 17	at Prerov Mammoths	0	0	0	0	0	0	0	0	0-0-0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Jul 01	at Znojmo Knights	0	0	0	0	0	0	0	0	0-0-0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Jul 16	VYSOCINA GLADIATORS	0	0	0	0	0	0	0	0	0-0-0	0	0	0	1	8	0	8	0	0	0	0	0	0	0	0	8
		0	0	0	0	1	6	0	6	0-0-0	0	0	0	4	52	0	20	2	11	0	9	0	0	0	0	69

Games played: 9

Avg per catch: 6.0

Kick ret avg: 13.0

Punt ret avg: 5.5

All purpose avg/game: 7.7

Date	Opponent	Tackles				Sacks	Fumble		Pass Defense			Blkd	PAT Attempts			saf	pts
		ua	a	total	tfl-yds	no-yds	ff	fr-yds	int-yds	qbh	brup	kick	kick	rush	rcv		
Apr 01	at Nitra Knights	0	0	0.0	0.0-0	0.0-0	0	0-0	0-0	0	0	0	0-0	0	0	0	0
Apr 23	USTI N.LABEM BLADES	0	0	0.0	0.0-0	0.0-0	0	0-0	0-0	0	0	0	0-0	0	0	0	0
Apr 29	at Brno Alligators	0	0	0.0	0.0-0	0.0-0	0	0-0	0-0	0	0	0	0-0	0	0	0	0
May 07	PREROV MAMMOTHS	0	0	0.0	0.0-0	0.0-0	0	0-0	0-0	0	0	0	0-0	0	0	0	0
May 13	at Bratislava Monarchs	0	0	0.0	0.0-0	0.0-0	0	0-0	0-0	0	0	0	0-0	0	0	0	0
May 28	at Vysocina Gladiators	0	0	0.0	0.0-0	0.0-0	0	0-0	0-0	0	0	0	0-0	0	0	0	0
Jun 17	at Prerov Mammoths	0	0	0.0	0.0-0	0.0-0	0	0-0	0-0	0	0	0	0-0	0	0	0	0
Jul 01	at Znojmo Knights	0	0	0.0	0.0-0	0.0-0	0	0-0	0-0	0	0	0	0-0	0	0	0	0
Jul 16	VYSOCINA GLADIATOR	0	0	0.0	0.0-0	0.0-0	0	0-0	0-0	0	0	0	0-0	0	0	0	0
		0	0	0.0	0.0-0	0.0-0	0	0-0	0-0	0	0	0	0-0	0	0	0	0