What do the instructions above do? What is the mapping of registers to variables in the function getSum?

struct Node {
    char x;
    char y;
    struct Node * next;
};
struct Node * head;

int getSum(void) {
    int sum = 0;
    struct Node* p;
    for (p = head; p; p = p->next) {
        sum = sum + p->x + p->y;
    }
    return sum;
}

Why is the size of struct Node 16 and not 10 bytes?
Shouldn't &p->next = 0x501012?