

26th WORLD SCHOOLS CHAMPIONSHIP BASKETBALL

RESULTS

Azerbaijan

54 - 68

Chile

Game No: 2

Date/Time: Wednesday, 16 April 2019, 11:00

Venue: Melina Merkouri Hall(Alikarnassos)

Referees: Referee 1 Name

Referee 2 Name

Scoring by quarters

Azerbaijan	Chile
------------	-------

Q1	Q2	Q3	Q4	OT1	OT2
19	23		54		
16	34		68		

Azerbaijan		Free Throws		2 Points		3 Points		Rebounds			Fouls		PTS
* No	Name	M / A	%	M / A	%	M / A	%	DR	OR	TOT	PF	ON	
6	RUSTAM MURVATOV	1 / 2	50%	/		2 / 5	40%			0	3	1	7
7	EMIL SULTANLI	/		/		1 / 1	100%			0			3
8	FIKRAT ALAKBAROV	2 / 2	100%	1 / 6	17%	/ 2	0%	3		3	1	1	4
9	ADIL CHAYBASARSKIY	/		/		/				0			0
10	VUSAL ABBASOV	/		2 / 3	67%	/ 1	0%	2		2	1		4
11	SIMAR BAKIROV	12 / 15	80%	9 / 19	47%	/ 8	0%	12	3	15	2	9	30
12	TOFIG HASANLI	1 / 2	50%	1 / 2	50%	1 / 1	100%	3	1	4	4	1	6
13	SALMAN GULIYEV	/		/		/				0			0
14	RAVAN MIRZAYEV	/		/ 2	0%	/			1	1		1	0
15	Jabrayil Alakbarov	/		/		/		1		1	2		0
Team/Coach		AZAR ALAKBAROU											
Totals		16 / 21	76%	13 / 32	41%	4 / 18	22%	21	5	26	13	13	54
Coach													

Chile		Free Throws		2 Points		3 Points		Rebounds			Fouls		PTS
* No	Name	M / A	%	M / A	%	M / A	%	DR	OR	TOT	PF	ON	
6	GREGORIO MIRANDA	1 / 4	25%	/ 3	0%	/		1	1	2	1	2	1
7	HUGO LARA	1 / 2	50%	/ 3	0%	/		2	1	3	1	2	1
8	SEBASTIÁN ZEPEDA	4 / 4	100%	2 / 8	25%	2 / 3	67%	4	4	8	1	2	14
9	JOSÉ RUIZ	/		2 / 5	40%	/ 2	0%	1		1			4
10	MARTIN GUZMÁN	/ 1	0%	4 / 5	80%	/ 3	0%	1	2	3	4	1	8
11	ESTEBAN BRESCIANI	/		/ 1	0%	/				0			0
12	AGUSTIN RODRIGUE	1 / 1	100%	3 / 7	43%	/ 1	0%	2	2	4	4	1	7
13	PABLO WALTHER	/		5 / 10	50%	/ 2	0%	5	2	7		2	10
14	IGNACIO RICKE	/		/		/				0			0
15	CRISTÓBAL LIMA	/		1 / 2	50%	/		1	1	2	2		2
4	DIEGO ROMERO	/		1 / 3	33%	/ 1	0%			0	1		2
5	JOAQUIN ANDRADE	/		2 / 10	20%	5 / 11	45%	7	5	12	2		19
Team/Coach		ALVARO SEPULVEDA											
Totals		7 / 12	58%	20 / 57	35%	7 / 23	30%	24	18	42	16	10	68
Coach													

Legend

Q: Quarter Time, OT: Overtime, *: Starters, M/A: Made/Attempts, %: Shooting Percentage,
DR: Defensive Rebounds, OR: Offensive Rebounds, TOT: Total Rebounds, PF: Fouls, ON: Fouls On, PTS: Points