

26th WORLD SCHOOLS CHAMPIONSHIP BASKETBALL

RESULTS

BELGIUM

57 - 63

ISRAEL

Game No: 2
Date/Time: Thursday, 18 April 2019, 16:00
Venue: AORAKIA

Referees: Referee 1 Name
 Referee 2 Name

Scoring by quarters

BELGIUM
ISRAEL

Q1	Q2	Q3	Q4	OT1	OT2
16	29	42	57		
19	36	44	68		

BELGIUM		Free Throws		2 Points		3 Points		Rebounds			Fouls		PTS
* No	Name	M / A	%	M / A	%	M / A	%	DR	OR	TOT	PF	ON	
5	ROBIN VANTOORTEC BOOM	2 / 2	100%	/ 4	0%	1 / 3	33%				3		5
6	AREND TITECA	1 / 2	50%	2 / 3	67%	1 / 5	20%	2			1		8
7	LOGAN MUKEBA - KASANDA	/		/		/							0
8	EMMANUEL MUSEMENA	/		/ 2	0%	/		3				2	0
9	SALIM KEDIAMBIKO	9 / 10	90%	5 / 12	42%	1 / 4	25%	3			8	1	22
10	AARON VERSTRAETE	2 / 2	100%	1 / 4	25%	/ 4	0%	2				2	4
11	MICHAEL EJUMETA	/		/		/					1		0
12	ARTHUR CATTEUW	/		/		/							0
13	NOAH GEBBERT	/		/		/							0
21/14	BENJAMIN BOSMANS VERDONCK	/		7 / 10	70%	/		8	2		2	2	14
22/15	ALLEN MUKEBA - KASANDA	2 / 4	50%	1 / 4	25%	/		2			3	4	4
0		/		/		/							0
Team/Coach													
Totals		16 / 20	80%	16 / 39	41%	3 / 16	19%	20	2	0	18	11	57
Coach	MARPTEN CARON												

ISRAEL		Free Throws		2 Points		3 Points		Rebounds			Fouls		PTS
No	Name	M / A	%	M / A	%	M / A	%	DR	OR	TOT	PF	ON	
4	NADAY SAHAR	/		2 / 3	67%	1 / 1	100%					1	7
5	YONATAN ATIAS	1 / 4	25%	3 / 3	100%	/		3				4	7
6	DORI SAHAR	2 / 4	50%	5 / 16	31%	2 / 6	33%	1			3	3	18
7	ARIEL LACHOVITZ	/		2 / 2	100%	/					1		4
8	LOTAN AMSALEM	3 / 4	75%	2 / 9	22%	1 / 1	100%				2	2	10
9	AMIT SIDON	/		/		1 / 4	25%				1	2	3
10	AMIT AHARONI	1 / 2	50%	1 / 1	100%	1 / 4	25%	3			2	1	6
11	TAL SIDON	/		/		/							0
12	SHALEN OZERI	/		/		/							0
13	YANIR GADOT	2 / 2	100%	/ 1	0%	/		2			1	3	2
15	AMITAI ROTEM	3 / 4	75%	/ 2	0%	1 / 1	100%	1			1	2	6
		/		/		/							0
Team/Coach													
Totals		12 / 20	60%	15 / 37	41%	7 / 17	41%	10	0	0	11	18	63
Coach	SEGAL NAHUM												

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