



P-2 VOLLEYBALL • Match result

2006 FIVB Men's World Championship
Pool A - Saitama, Japan



Match: 15 **Date:** 18.11.2006 **Spectators:** 14'251
City: Saitama
Hall: Saitama Super Arena
Match duration: **Start:** 18:00 **End:** 20:22 **Total:** 2:22

Teams	Sets	1	2	3	4	5	Total
JPN	2	25	22	20	25	13	105
CHN	3	22	25	25	23	15	110
Set duration		0:26	0:27	0:26	0:29	0:15	2:03

Referees: Sokullu Umit (TUR) & DE Souza Laert F. (BRA)

JPN • Japan		1	2	3	4	5	Pts
1	Saito Nobuharu	■	■	■	■	■	13
3	Chiba Shinya	□	■	■	■	■	12
4	Onoue Kenji				□	□	
6	Naohiro Ryuji	□			■		1
7	Yamamoto Takahiro	■	■	■	□	■	12
8	Ogino Masaji	■		□			1
12	Yamamura Kota	■	■	■	■	■	12
13	Abe Yuta	■	■				
15	L Tsumagari Katsutoshi	L	L	L	L	L	
16	Ishijima Yusuke	■	■	■	□	□	10
17	Koshikawa Yu	□	□	□	■	■	12
18	Tomonaga Kosuke		□	■	■	■	1

Coach: Ueta Tatsuya
Assistant: Izumikawa Masayuki

CHN • China		1	2	3	4	5	Pts
3	Cui Xiaodong						
4	Yuan Zhi				□	□	
5	Guo Peng						
6	Wang Haichuan	■	■	■	■	■	10
7	Tang Miao	■	■	■	■	■	19
8	Cui Jianjun		□	■	■	■	18
10	Li Chun	□	□	□		□	2
11	Yu Dawei	■	■	■	■	■	14
12	Shen Qiong	■	■	■	■	■	19
14	Jiang Fudong	■	■	■	■	■	3
16	L Ren Qi	L	L	L	L	L	
17	Sui Shengsheng	■	■				2

Coach: Zhou Jianan (CHN)
Assistant: Xie Guochen (CHN)

TEAMS AND PLAYERS PERFORMANCES

Won Pts	Total Atts	No Name
57	126	Total Team
10	22	3 Chiba Shinya
10	25	17 Koshikawa Yu
10	18	7 Yamamoto Takahiro
13	73	Total Team
3	17	12 Yamamura Kota
3	20	1 Saito Nobuharu
2	10	3 Chiba Shinya
4	105	Total Team
1	20	1 Saito Nobuharu
1	11	17 Koshikawa Yu
1	12	16 Ishijima Yusuke
31		Total Team
105	304	Total Team
13	57	1 Saito Nobuharu

Scoring Skills
Spike
Block
Serve
Opp. error
Total
Best Scorer

Won Pts	Total Atts	No Name
66	132	Total Team
18	33	12 Shen Qiong
16	26	8 Cui Jianjun
15	32	7 Tang Miao
12	62	Total Team
3	11	6 Wang Haichuan
3	11	14 Jiang Fudong
2	5	7 Tang Miao
9	110	Total Team
5	29	11 Yu Dawei
2	23	7 Tang Miao
2	13	8 Cui Jianjun
23		Total Team
110	304	Total Team
19	60	7 Tang Miao

■ Starting line-up Pts = Points scored [nn] = Captain
□ Substitute Atts = Attempts L = Libero
Opp = Opponent

