



World League R1 2014/2015 - MEXICO (M)

12 - 14 Sep 2014
Guadalajara, Mexico



Match Report

Match #	Date	Time	Pool / Class	Pitch
04	13 Sep 2014	16:15	RR	

Mexico	<table border="1"> <tr> <td>Full Time</td> <td>15 - 1</td> </tr> <tr> <td>Half Time</td> <td>5 - 1</td> </tr> </table>	Full Time	15 - 1	Half Time	5 - 1	Guatemala
Full Time	15 - 1					
Half Time	5 - 1					

Minute	Shirt #	Name	Green	Yellow	Red
36	1	AGUILAR Daniel (GK)			
X	2	BORQUEZ Edgar			
12	3	BAEZ Yonathan			
15	4	LARES Oscar			
X	5	GARCIA Roberto			
X	7	GARCIA Edgar (C)		68	
X	8	GARCIA Ricardo			
X	9	LEON Miguel			
X	10	MORENO Pol			
X	11	MARTINEZ Ruben		30	
11	12	PERAZA Bruno			
X	13	RANGEL Saul			
X	15	AGUILAR Francisco		58	
8	17	VALDEZ Alex			
43	20	ESTRADA Luis			
11	21	VASQUEZ Argenis			
X	30	PEDRAZA Guillermo			
X	32	VARGAS Moises (GK)			
Coach	MOLINA Marco				

Team Manager	MOLINA Armando
Umpire	BARBOSA Matias (CHI)
Scoring Judge	DE MATTOS Thiago (BRA)
Technical Officer	JOHNSON Madge (CAN)

Minute	Shirt #	Name	Green	Yellow	Red
X	1	GUZMAN Gabriel (GK)			
X	3	ANZUETO Jose			
X	5	CASTRO Andres (C)			
X	6	GIRON Oscar			
X	10	LEIVA Oscar			
X	11	LOPEZ Edie			
67	13	GUIX Jose			
61	16	MORALES Pablo			
X	17	DIAZ Giancarlo			
64	18	BOJ Fernando (GK)			
X	20	RODRIGUEZ Carlos		43	
36	22	BORRAYO Rodwel			
13	23	OROZCO Bilmer			
X	24	RAMIREZ Jorge			
47	26	SANCHEZ Daniel			
54	27	MEDINA Ricardo			
X	28	CARDONA Brian		56	
X	30	GONZALEZ Manuel			
Coach	VELIZ Sergio				

Team Manager	GONZALEZ Amaury
Umpire	HÖCK Oliver (BRA)
Timing Judge	VAZQUEZ Andres (MEX)
Reserve Umpire	HOOPER Devin (GUY)

Team	Minute	Number	Action	Score
MEX	2	10	FG	1 - 0
MEX	5	7	FG	2 - 0
GUA	7	10	PC	2 - 1
MEX	19	15	PC	3 - 1
MEX	24	15	PC	4 - 1
MEX	30	15	FG	5 - 1
MEX	39	15	PC	6 - 1
MEX	46	20	FG	7 - 1

Team	Minute	Number	Action	Score
MEX	48	15	PC	8 - 1
MEX	50	30	FG	9 - 1
MEX	52	10	FG	10 - 1
MEX	62	2	PC	11 - 1
MEX	64	12	PC	12 - 1
MEX	67	2	PS	13 - 1
MEX	69	15	FG	14 - 1
MEX	70+	15	FG	15 - 1

Team	Minute	Number	Action	Score

FG - Field Goal, PC - Penalty Corner, PS - Penalty Stroke