

**EuroHockey5s Future Heroes Cup 2016, Boys Group A**  
5 - 9 Jul 2016  
Prague, Czech Republic



**Match Report**

Match #	Date	Time	Pool / Class	Pitch
<b>16</b>	<b>08 Jul 2016</b>	<b>12:30</b>	<b>Pool A</b>	<b>Pitch 1</b>

<b>Bulgaria</b>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>Official</td><td>1</td><td>2</td><td>3</td><td>T</td></tr> <tr><td>BUL</td><td>0</td><td>0</td><td>5</td><td>5</td></tr> <tr><td>CZE</td><td>4</td><td>4</td><td>6</td><td>14</td></tr> </table>	Official	1	2	3	T	BUL	0	0	5	5	CZE	4	4	6	14	<b>Czech Republic</b>
Official	1	2	3	T													
BUL	0	0	5	5													
CZE	4	4	6	14													

Minute	Shirt #	Name	Green	Yellow	Red
X	2	ALIEV Bilyal		27	
X	3	MITEV Krasimir			
2	5	DIMITROV Stanislav			
X	8	BALEV Ventsislav			
5	9	DIMITROV Tanyo	11		
9	13	MADANSKI Yulhan			
X	14	SARBEV Boril			
X	22	ASENOV Evgeni (C, GK)			
Coach		ARZUMANYAN Masis			
Team Manager					
VASILEV Ignat					
Umpire					
GALLIGANI Pietro (ITA)					
Scoring Judge					
KUČEROVÁ Michaela (CZE)					
Technical Officer					
TRUESDALE Victoria (SCO)					

Minute	Shirt #	Name	Green	Yellow	Red
X	2	UHLÍŘ Vaclav (GK)			
2	3	LALÍK Štěpán	19		
X	4	KURZ Filip (C)			
2	7	BYSTRICKÝ Dominik			
X	11	SOCHOR Ondřej			
2	15	GERLICKÝ Eduard			
X	18	SOUKUP Vit			
2	20	TREJBAL Josef			
X	22	VODENKA Tomáš			
	32	LAJTNER Josef (GK)			
Coach		BABICKÝ Tomáš			
Team Manager					
DERBAL Lukáš					
Umpire					
GRGUREV Ivan (CRO)					
Timing Judge					
ŠAFRÁNKOVÁ Markéta (CZE)					
Reserve Umpire					
BALSU Can (TUR)					

Team	Minute	Number	Action	Score
CZE	1	18	FG	0 - 1
CZE	2	11	FG	0 - 2
CZE	4	20	FG	0 - 3
CZE	7	18	FG	0 - 4
CZE	11	15	FG	0 - 5
CZE	14	11	FG	0 - 6
CZE	17	3	FG	0 - 7
CZE	18	4	FG	0 - 8

Team	Minute	Number	Action	Score
CZE	21	22	FG	0 - 9
CZE	23	15	FG	0 - 10
BUL	24	9	FG	1 - 10
CZE	24	15	FG	1 - 11
BUL	26	3	C	2 - 11
BUL	26	9	FG	3 - 11
CZE	28	18	FG	3 - 12
CZE	28	3	FG	3 - 13

Team	Minute	Number	Action	Score
CZE	29	4	FG	3 - 14
BUL	30	14	FG	4 - 14
BUL	30	9	FG	5 - 14

FG - Field Goal, PS - Penalty Stroke, C - Challenge Goal