

Game Results

結果

As of FRI 25 SEP 2026 at 18:16

Game 69

KOR 21 - 8 THA

Attendance:

Referee: NIE Cong (CHN)
Referee: NOZAKI Rina (JPN)

Sports Supervisor: ZOLTOWSKI Przemyslaw (FIBA)

Game Playing Time: 7:36

Game Duration: 15 min

KOR	21
THA	8

KOR - Republic of Korea - 4-1 (W-L), FIBA Asian Games Seeding 13

KOR - Republic of Korea - 4-1 (W 2), 1st Total Games Seeding 10																							
No.	Name	PTS	REB	HGL	P-VAL	MIN	Shooting				Highlights					Other							
							S-EFF	1PT	2PT	FT	KAS	DRV	DNK	BS	BZR	OREB	DREB	TO	+/-				
1	CHOI Yeseul	10	1		12.0	5:20	1.25	0/1	4/5	2/2						1		1	13				
7	KIM Jeongeun	2	1		1.3	5:55	0.40	0/2	1/3								1		3				
11	HEO Yoojung	7		1	7.1	4:54	0.88	0/1	3/6	1/1	1								11				
14	SONG Yunha	2	4	2	4.8	6:39	0.67	1/1	0/1	1/1	1			1		1	3		12				
Team		3															1	2					
Totals		21	9	3			0.88	1/5	8/15	4/4	2			1		3	6	1					
								20%	53%	100%													
								21 PTS / 23 Shoots (FT-ES 1)															

THA - Thailand - 4-2 (W-L), FIBA Asian Games Seeding 12

No.	Name	PTS	REB	HGL	P-VAL	MIN	Shooting				Highlights					Other							
							S-EFF	1PT	2PT	FT	KAS	DRV	DNK	BS	BZR	OREB	DREB	TO	+/-				
8	PANTED Kwanjira	3	3	1	3.7	5:18	0.75		1/3	1/1	1						3	1	-10				
24	KHAMKAEW Apichaya	0	2		-1.0	5:33		0/2	0/1							1	1	2	-7				
59	NAUMKONG Palida	3	2	1	2.5	5:37	0.50	1/4	1/2			1					2	1	-8				
77	KUEAKUN Hatthaya	2	1	1	2.5	6:20	1.00	2/2				1					1	1	-14				
Team		1															1	3					
Totals		8	9	3			0.53	3/8	2/6	1/1	1	2				1	8	8					
								38%	33%	100%													
								8 PTS / 15 Shoots (FT-ES)															

Fouls	KOR	THA
Team Fouls	3	7
Time of 7th Team Foul		6:35
Time of 10th Team Foul		
Unsportsmanlike Fouls		
Disqualifying Fouls		

Other	KOR	THA
Challenges (Won/Lost/Inconclusive)		
Timeout used at		
Possessions	24	23
Extra free throws	1	
Largest lead	13	3
Largest scoring run	11 (14-6)	5 (3-6)

Lead changes	3
Score tied	3
Longest sprint	7:51-6:46 (65 sec)

Note:

HGL (Highlights) = KAS + DRV + DNK + BS + BZR

P-VAL (Player Value) = (S-EFF * PTS) + KAS + DRV + DNK + BS + BZR + (REB/2) - TO

S-EFF (Shooting Efficiency) = PTS / (1PT Attempts + 2PT Attempts + FT Attempts)

Legend:

%	Shooting Percentage	+/-	Plus-Minus	1PT	1-Point Shots Made/Attempted	2PT	2-Point Shots Made/Attempted
BS	Blocked Shots	BZR	Buzzerbeaters	DNK	Dunks	DREB	Defensive Rebounds
DRV	Drives	FT	Free Throws Made/Attempted	FT-ES	Extra Shot Free Throws	KAS	Key Assist
MIN	Minutes per Game	No.	Uniform Number	OREB	Offensive Rebounds	PTS	Points
REB	Rebounds	TO	Turnovers				