



# **W17 EHF EURO & CHAMPIONSHIPS TRENDS & SUMMARY**

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# BRIEF OVERVIEW

## EURO — MNE

- Iceland won their first ever EHF EURO match in the opening game against Montenegro.
- None of the teams in the final weekend had a perfect record.
- Hungary: one loss, one draw, had a high average of goal difference, finishing fifth.

## CHAMPIONSHIPS — AZE & TUR

- Team Fair Play - developing players who have respect for the opponent and the game – was high.
- Countries like Lithuania, Israel and Bosnia were surprising.
- After the preliminary round, the level of teams was more equalised.

# FACTS & FIGURES

## EURO — MNE

16 teams  
56 games  
10 days  
2,892 goals, 51.60 per game  
1,229 saves, 21.90 per game

## CHAMPIONSHIPS — AZE & TUR

10 teams  
29 games  
9 days  
1,661 goals, 57.29 per game



# DEFENCE

## EURO

6-0 defence was played by 15 teams.

Second defensive system was 5-1; Portugal played 5-1 and 3-2-1 open defence system.

A proactive style of defence, where the defenders tried to control the attack, was used predominantly by France and Germany.

## CHAMPIONSHIPS

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**1**

Teams mostly played 6-0 defence and 5-1 zone defence formation.

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**2**

Tactical defence formations were mostly determined by the most common systems set in modern international women handball.

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**3**

Other defence systems were only used several minutes before the end of the game when the team was in score deficit.



# ATTACK

## EURO

Line players becoming a more integral part of the attack.

Right-handed players on the right back position open more space for breakthrough.

All teams played organised attacks: wing transitions, basic crossing and back transitions.

## CHAMPIONSHIPS

1

Almost all teams played organised attacks: wing transitions, basic crossing and back transitions.

2

Position changes (modern way of handball) played from the left side of the attack.

3

Spain started a lot of the attacks without a position change, but with an individual one-on-one action and combined this with a cross.



# INFERIORITY AND SUPERIORITY

## 1

Inferiurity in attack: goalkeeper change.

Inferiurity in defence: staying compact in the middle.

## 2

Back transitions and crossing to create 3v2.

Screen line player.

Transition to second line player.



# TRENDS

## EURO

- Use of line player.
- Development of the wing player in defence.
- Teams who play the most open defence force the most mistakes from opponents; an opportunity to win the ball back more often.
- Teams prioritise the development of 6v6 players at an international level.

## CHAMPIONSHIPS

- Many teams are putting more emphasis on both the physical condition of the players as well as on the defence.
- Goalkeepers cooperation with defenders.
- Teams played modern and positive handball.