



EHF
EUROPEAN HANDBALL
FEDERATION

W19 EHF EURO & CHAMPIONSHIPS TRENDS & SUMMARY

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EHF MC Member

BRIEF OVERVIEW

EURO — ROU

- Finalist Hungary did not lose any game.
- Finalist Denmark lost two games in the main round.
- Romania won the first bronze medal since 2007 in this age category.

CHAMPIONSHIPS — KOS & LTU

- Most matches during the preliminary round ended with a goal difference of 10 or more.
- The teams who won a medal scored an average of 30 or more goals per game.

FACTS & FIGURES

EURO — ROU

16 teams
56 games
11 days
3,122 goals - 56.84 per game
1,257 saves - 22.40 per game

CHAMPIONSHIPS — KOS & LTU

9 teams
24 games
9 days
1,390 goals - 28.95 per game (LTU)



DEFENCE

EURO

Teams mostly played 6-0 in defence, in special cases there were system changes from a defensive system to a 5-1 or 4-2 formation.

High activity from the defenders on half position. Cooperation between the defence and goalkeepers. Pressure defence fast break.

CHAMPIONSHIPS

1

Classic organised defence:
6-0
5-1
4-2 and 3-2-1 only by lower-ranked teams.

2

Aggressive and deeper 6-0 defence. Cooperation middle defenders.

3

Adaptation to different circumstances.



ATTACK

EURO

Crossings with back players, transitions of wing players.

Important role of line players.

Individual techniques important to solve offensive situations and increase efficiency.

Counter attack had a big role in future handball events.

CHAMPIONSHIPS

1

Crossings with back players, transitions of wing players.

2

Important role of line players; playing with two line players.

3



INFERIORITY AND SUPERIORITY

1

Inferiorty in attack: always goalkeeper change.

2

7-6 tactical option: make up for the goal deficit, winning a game, little success with offensive play.

6-5: important role for the line player.

3

5-6 crossing to create space for a two-on-two play.



**EHF CHAMPIONSHIP
HANDBALL**

KOSOVO - 8-16 JULY 2023



TRENDS

EURO

- Use of the line player.
- Right-handed player on right back position.
- Individual techniques/skills.
- Focus on breakthrough.

CHAMPIONSHIPS

- Use of counter attack and fast break.
- Use of the line player.
- One-on-one: essential way of solving the match situations.
- Technical and physical skills.

