

## 4.2 The Different phases of a game of handball

...getting within range



The attacker playing behind the defense players is called the Pivot player. Playing behind the defense make him to a key player

The wingman players play along the 6 meter line far out in the corners.



### The pivot and the wingmanplayers



Back print.

The Pivot play with his *back facing* the Goalkeeper, Not exactly knowing where the goal and the goal keeper are when turning around complicate for the pivot.



The main task for the pivot player is to *block the defenders*...

...And bee assisting the backcourt players by being *free and available for passes*...



To get a better chance to score the wingman players need to *stretch out their arms* to get round the angle of the goal.

A effective way for the wingman players to score is for them to make a *fast side movement*.



The pivot player shoot from the 6-meter line.



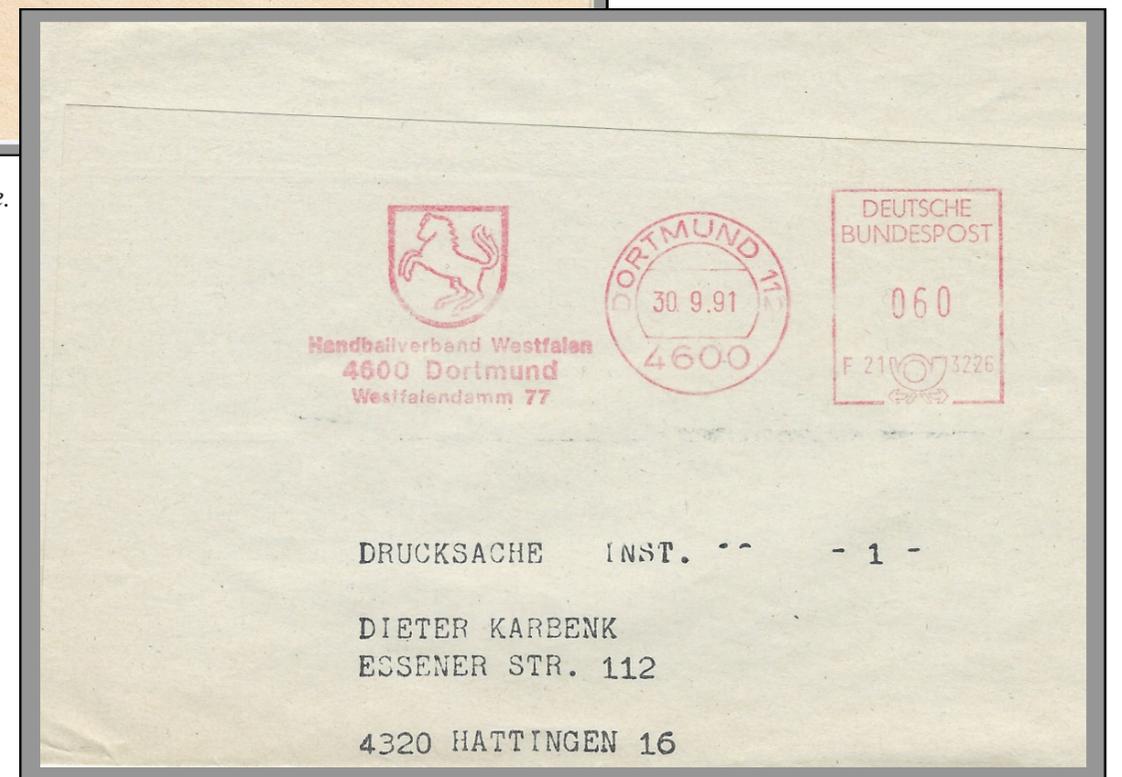
Reverse.

The roll of the wingman players is characterized of *fast movements and the many changes of directions* in the game.



The pivot screen the defenders to make room for the back court players, he can screen *from the side or wrap the defender*.

Printed Matters, newspaper wrap.

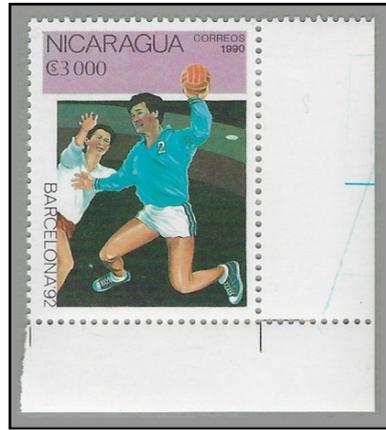


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Feints can be divided in to two categories: *body feints* and *ball feints*.

A feint is a technical element which enables an attack player to *free himself from a defender*...



...in order to pass the ball or get a better position for shooting.

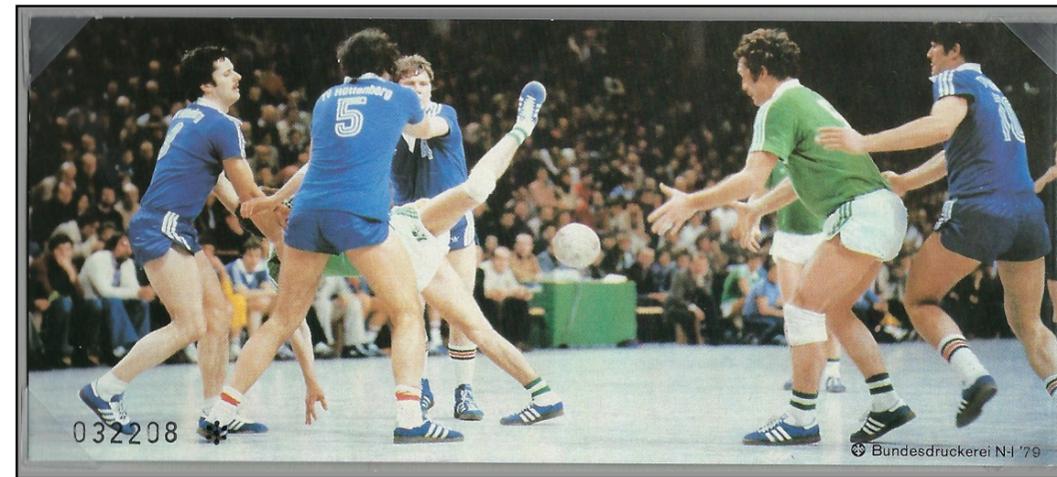
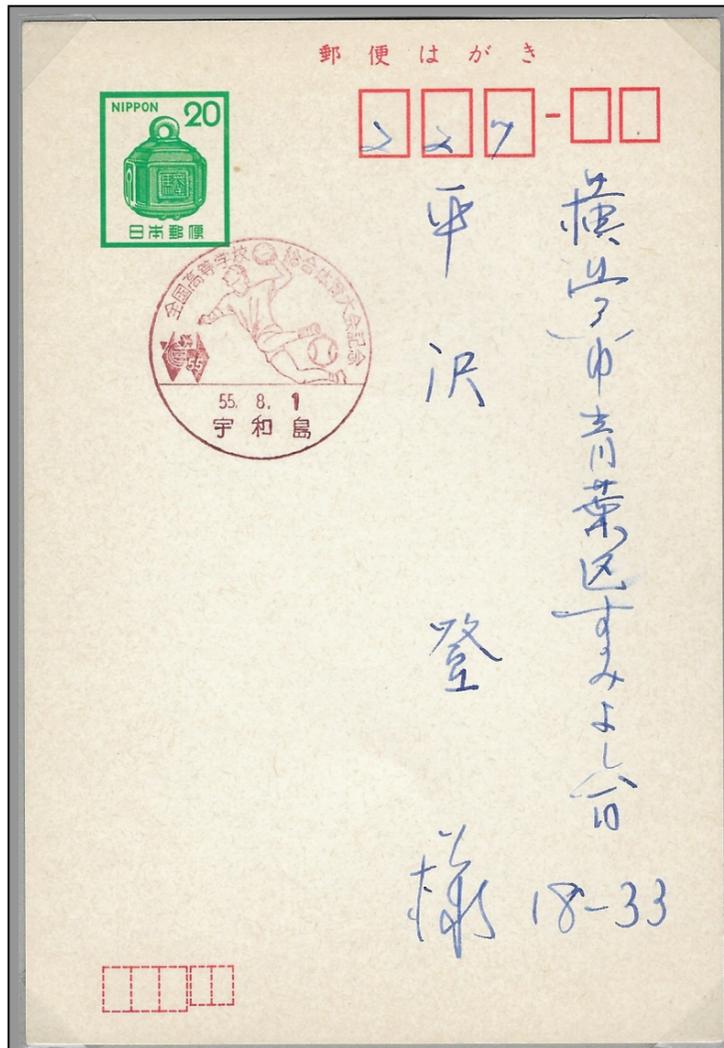
### Feint your opponents



A feint consist of one or several movements that is similar to ordinary actions. The *attacker feints to right* and the *defender answers*, the *attacker goes to left* and outwits the defence.



By *bending your body* or *throwing yourselves in lateral* you can *body feint* your opponent.



After a feint you can pass the ball to the *pivot player* or a *wingman player*, ready to shoot the ball and maybe score.

The wingman player can *get a pass while jumping in to the goal area*. Catching the ball in the air he can shoot from a good position, this is called a *Japanese throw*.



Finally when the defender is feint, you have the *position to score*.



4.3 The Different phases of a game of handball

...getting within range

The counterattack



If the goalkeeper save the ball...



...or if the ball is thrown against the goalposts or crossbar the game can take two directions.

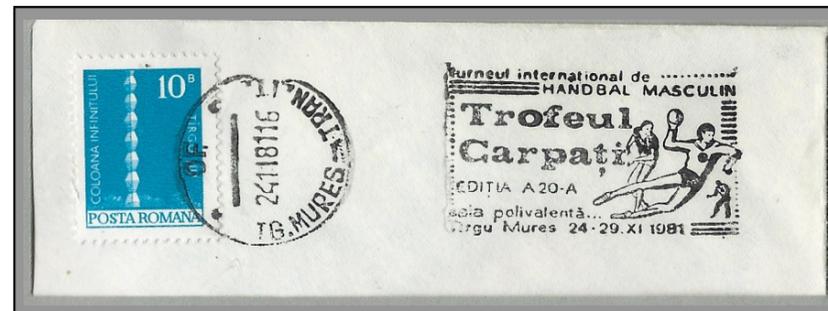


The ball is dead when bouncing back from the goal area.



If the defenders win the ball they turn and move up the court against the attackers goal by running fast.

The first team to get possession of the ball may continue the game, this can evolve to a fight of the ball.



If the attackers get posses of the ball the can easily turn and throw the ball against the goal a second time.



If the former attackers not keep up with the counterattack the player in possession of the ball get free space to throw the ball as he or she likes.



The defenders becomes attackers, the former attacking team can take back on the counter attack.



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### 4.3 The Different phases of a game of handball

...team attack against organized defence

#### The basic stance of a defence player

The defence is built up on individual skills. If you not *pay attention* the attackers will score.



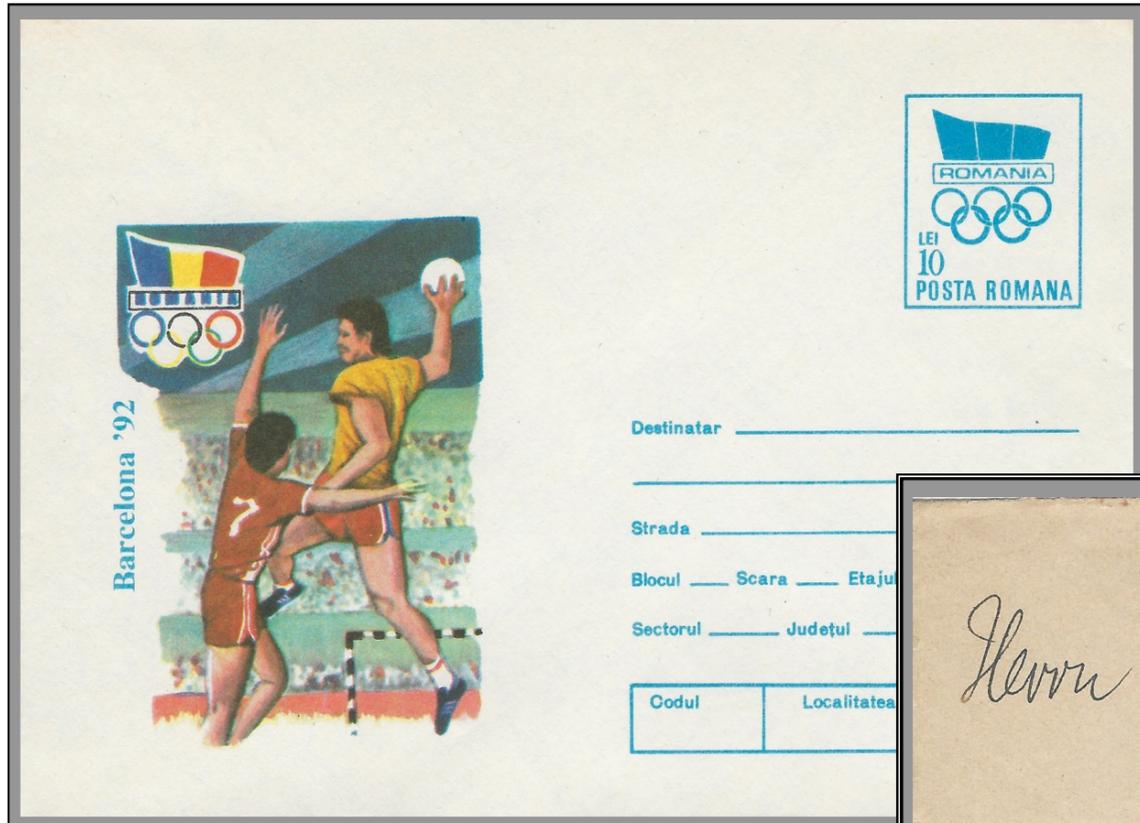
In internal communication the defence players are termed as following from left 1,2,3,3,2,1.



The defence phase is exerted by the court players and the goalkeeper in cooperation.



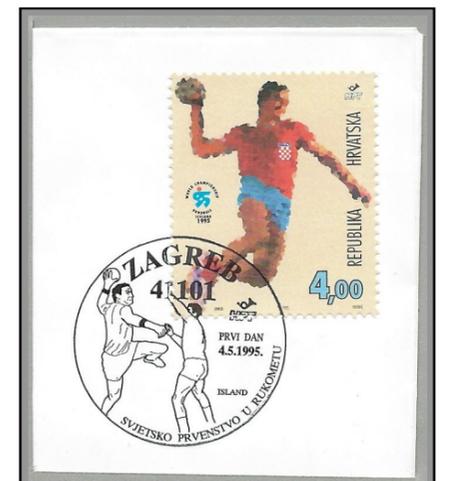
All means by the attackers must be taken *as serious* by the defenders.



The defence players should stand diagonally and have their arms in the air, and always be prepared on that something can happen. Being diagonal gives the defender a larger surface against the offender.

A optimal block is preformed diagonally standing, the arms in the air and. Standing on the ground or jumping.

1/1 1902 was the internal and external postal rate of the Danish west Indies reduced from 3 cent to 2 cent. No 2 cent stamps was available, 4 cent stamps was bisected to the value of 2 cent, the bisecting ended the 23rd of May 1903

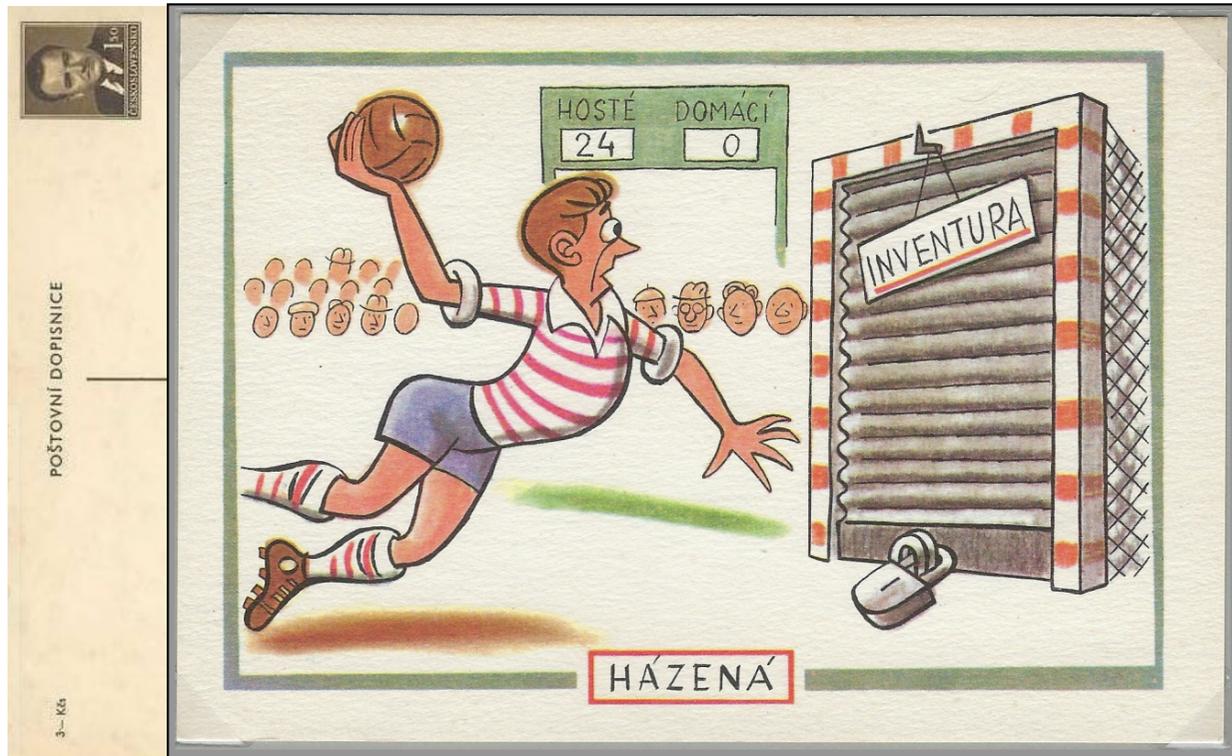


### 4.3 The Different phases of a game of handball

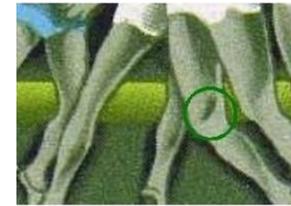
### ...team attack against organized defence

#### The goalkeeper - a key player

The most important player and conductor of the defense play is the goalkeeper. If the goalkeeper perform at his best, the opposing team will have *a hard time to score*. He greatly influence the result.



If the defense have trouble in its internal communication and *not cooperate* with the goalkeeper it is easier for the attackers to score.



"Normal" knee



When the defense got *optimal communication* with the goalkeeper it's hard to score for the attackers.

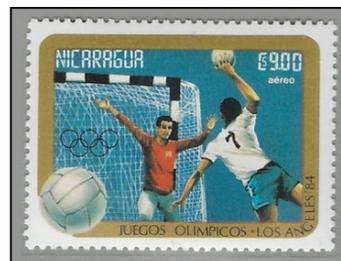


Do the defense *communicate* with each other, but not with the goalkeeper it will be harder to score for the attackers.



Plate error called "large knee"

When a attacker try to score, the goalkeeper first *try to wait out* the attackers next move: to see if he will throw at once or jump in to the goal area and throw closer.



When the attacker have thrown the ball the goalkeeper need to react fast with all of *his body* to catch the ball or *block it*.



If the goalkeeper is a *small person* he can have a harder job to defend the goal, he then have to *stretch his body* to max to reach up to the *crossbar and the goalposts*.



On the other hand if the goalkeeper is a *larger person* his body will *cover up* a bigger part of the goal resulting in *smaller area* for the attackers to score on.



The speed of a game of handball is very fast, players run fast and the ball is thrown in high speed. There for the goalkeeper always have to pay attention to all players both defenders and attackers.

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...team attack against organized defence

The goalkeeper is exempt some of the handball game rules. He also have additional rules concerning just him.

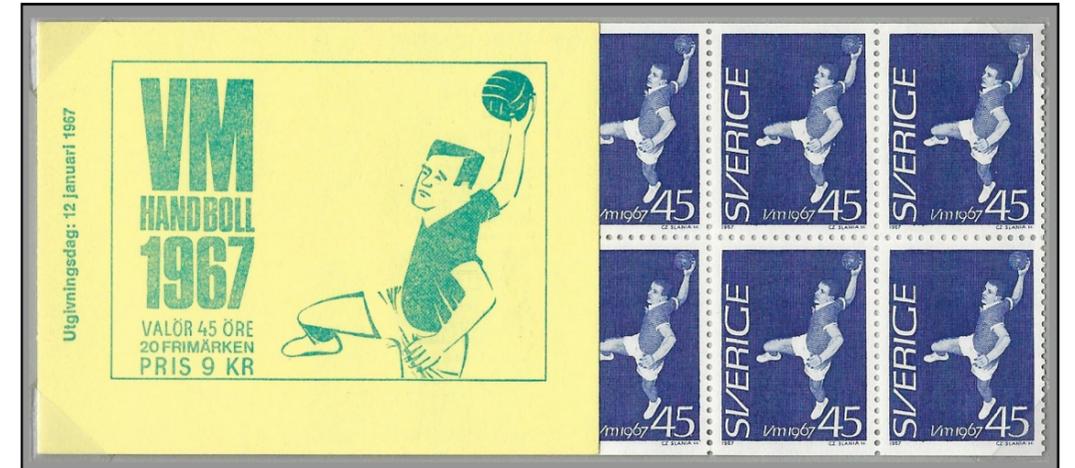


#### The goalkeeper's special rules



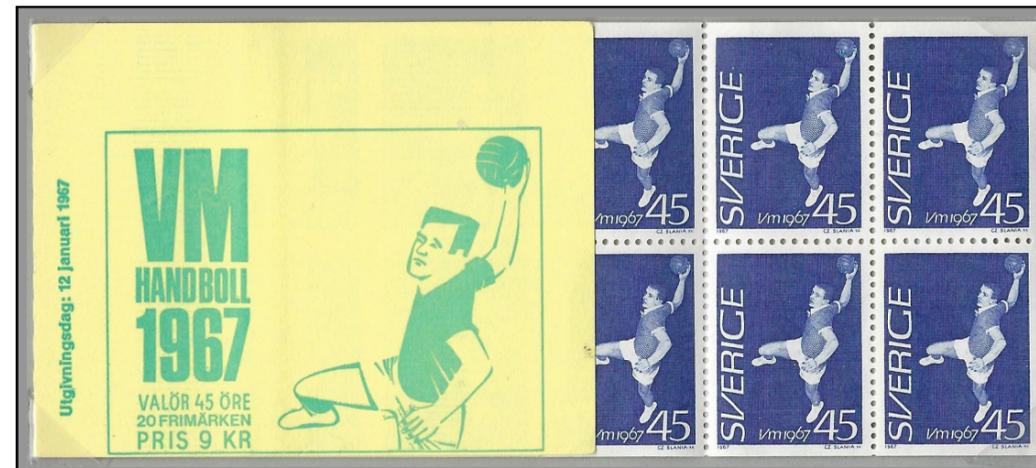
Plate error

A handball can in some situation get a speed of 120 km/h when thrown. To protect the goalkeeper the attackers is 'nt allowed to aim and throw the ball in the face of the goalkeeper. This to prevent *brain damages*.



Booklet, letterpress blurred print,. Down: offset clear print, displaced print.

If ever hit in the face by a handball, the goalkeeper will have a hard time to focus his eyesight. Hi will get a *blurred vision*.



The goalkeeper is the only player allowed to touch the ball with his *body below his knees*. He is only allowed to do so inside the goal area, being outside it restricts the goalkeeper to only touch the ball with his upper body.



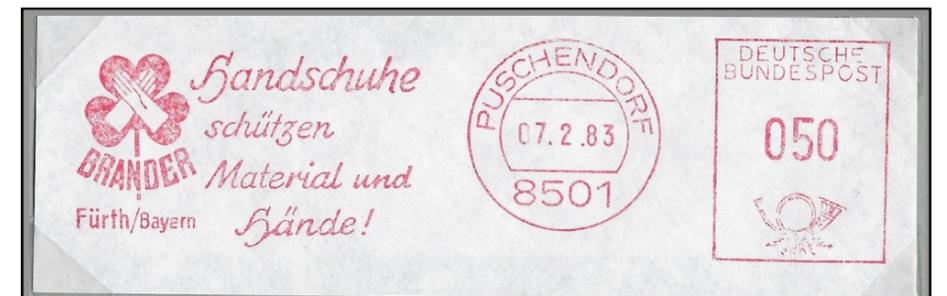
The goalkeeper can also act as a *field player* outside the goal area.



In contradiction to the rest of the players, a goalkeeper can wear *long-sleeves t-shirts* to protect himself from the hits of a ball. He is also allowed to wear *long pants* or even special pants for goalkeepers that have soft protectors.



It is prescribed that handball goalkeepers aren't allowed to *wear gloves*. This to prevent the gloves to stuck in Resin from the ball.

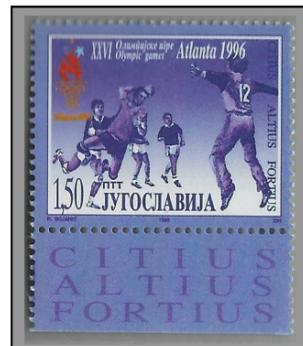
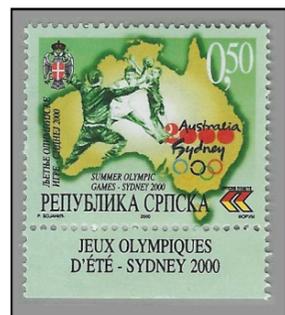


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#### The ball can be saved from all angles

A *frontal shot* is the easiest for the goalkeeper to save. He can just use his whole body to cover up as much as possible of the goal, often taking the ball in his *torso*.



In case a goalkeeper is not able to estimate the real direction of a throw, but he can suppose that the throw may be directed *towards upper or lower part* of the goal, He can *stretch is arms or legs widely* to cover as much as possible.



The main aim of a goal-keeper while an attacker tries to shot *from the wing* is to block the throw into the *short corner* by his appropriate position next to the goal post.



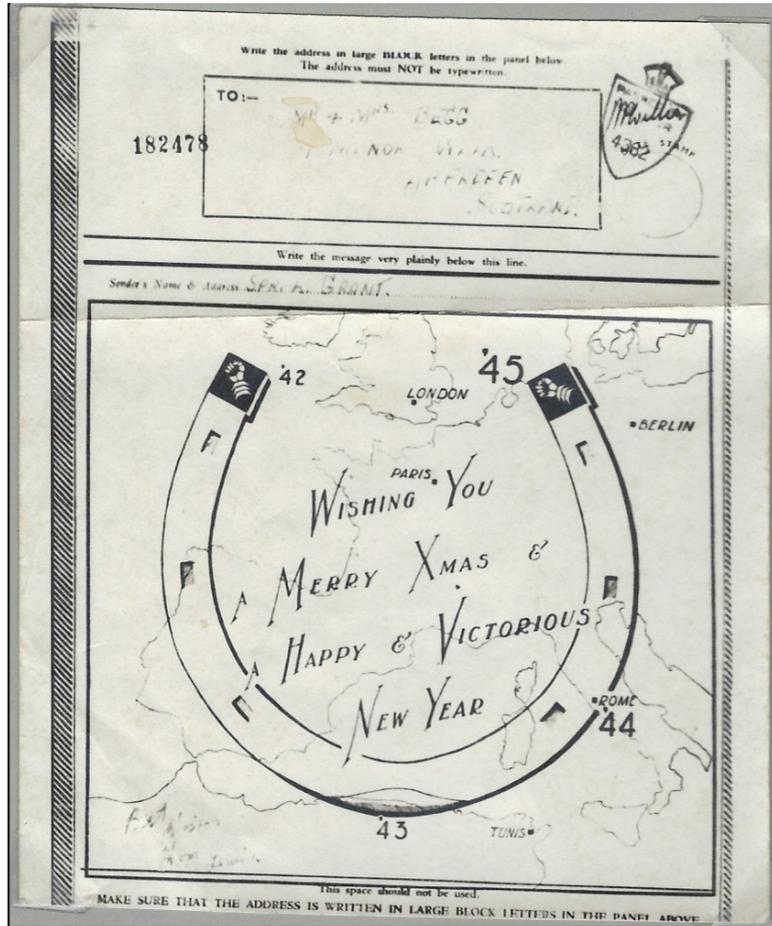
"Die proof" signed by the engraver..

The goalkeeper always cooperate with the de-fense. If the *defense cover the right part* of the goal the goalkeeper know that the ball will be thrown against the *left part*.

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The most common defense strategy is called 6-0. All 6 defenders are standing along the goal area and defend around it.



Air graph was a free of charge postal service for British soldiers in WW II. Letters were microfilmed and shipped to Britain and induced for the addressee.



By cooperating and working together do the attackers often meet two players in the defense when trying to score.



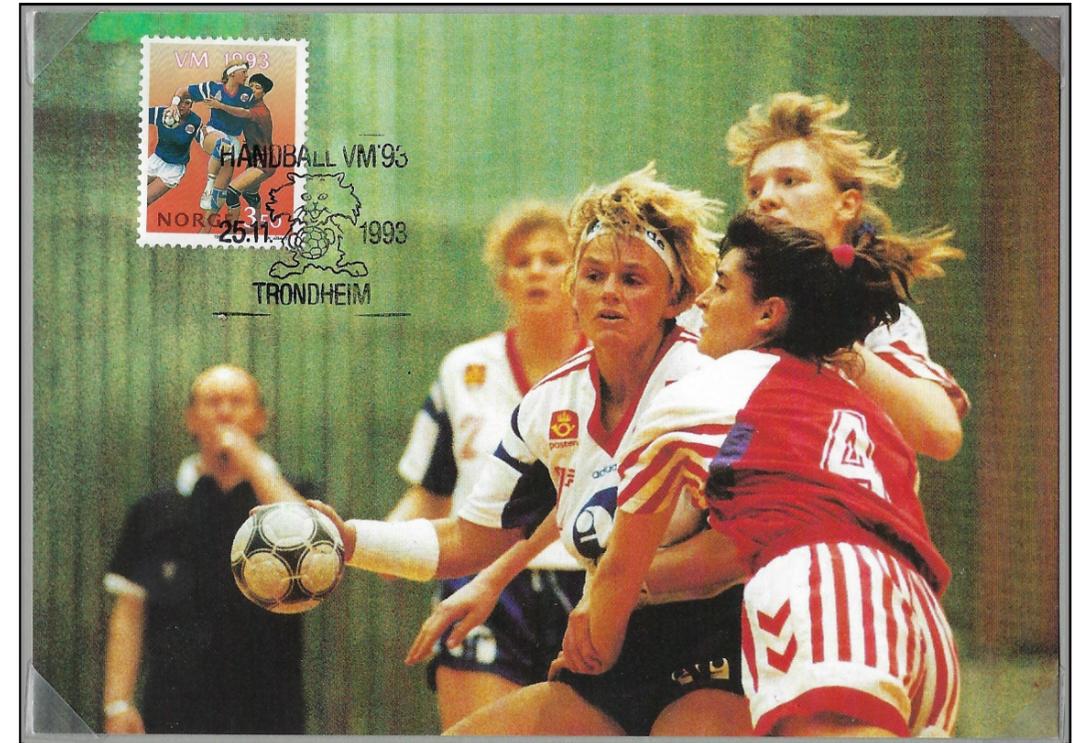
1917 German Perfin J.A Henckels Zwillingwerk

The defenders cooperate two and two to direct a "wall" effect.

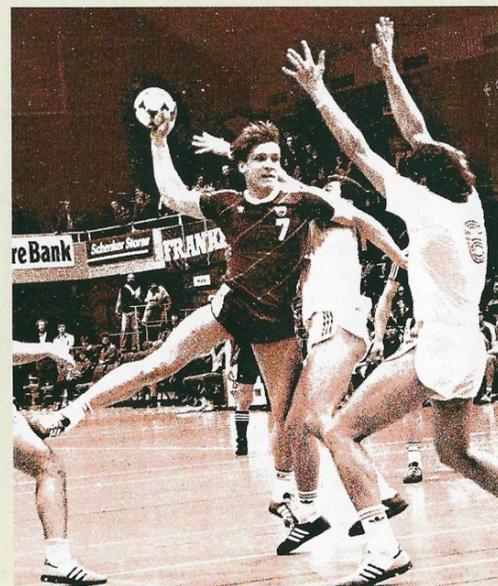
Imagine the 6 meter line as a horse-shoe. The defenders are placed equally around the 6 meter line as the nail holes, and the defenders move from side to side in their own sector counting and cooperating with the co players.



By "counting" always defend one player do the defense cooperate.



The defender always use its body as a tool of defence, which results in lot of body contact.



between Europe and North America, with excellent communication links to both these continents. This makes Iceland an ideal venue for international events.

The language of the Icelanders is thought to be closest to the original form of the Scandinavian languages and virtually incomprehensible to anyone except the Icelanders themselves! Almost all Icelanders, however, speak English and one Scandinavian language; the general knowledge of foreign languages here being better than in most other countries. Iceland also offers world-class hotels and sports facilities and a high degree of technical expertise.

Preparations for the 1995 World Handball Championship have been going on for years and now all is ready. It can be said for sure, therefore, that the Icelanders are fully competent to undertake this complex and demanding task.

The Icelanders are ambitious people and their aim is to make the 1995 World Handball Championship the most splendid one in the history of the sport.

