

# SportVAS Handball



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The screenshot displays the SportVAS software interface for a handball match. The main window shows 'Game Info' for 'Bouwoach BEVO vs Kras Volendam' on 'January 12, 2008 17:43:00'. It includes tabs for 'Annotations', 'Compilations', 'Team Line-Up', and 'Analysis'. A central table lists various game events such as 'Free', 'Goal', 'Penalty', and 'Out of play' with columns for 'Start', 'Stop', 'Duration', 'Period', and 'Type'. A handball court diagram is visible on the left, and a small video inset shows the game in progress. A 'Compilations' table at the bottom lists specific events with their timestamps and types.



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## • Sports Video Analysis Systems

### An easy way to analyse the game

- Video images or written reports
- complete European team- and player databases
- individual player evaluation reports

**Helmut Hörtsch, EHF CAN:** *“We are pleased to have a partner in video analysis with a top product, which will help us at major events like the 9th Men’s European Handball Championship, to produce game and referee analysis for internal courses. This will enable us to build a lectoral video database including footage of not only indoor handball but also of the quickly aspiring beach handball. The Men’s 2010 EHF EURO will be the scene for a pilot project with detailed referee analysis. The product will be promoted at our coach symposium for team managers from Europe.”*



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# Products



## 1 Video module

- Makes it possible to analyse all your recorded matches and distribute them
- Label => Analyse => Presentation

## 2 Team line-up

## 3 Analysis module

- Full textual analysis of a played game.
- Proven standard

## 4 Scouting module

- Track and evaluate / score players

## 5 Team database

- Use our complete european team and player databases in your analysis and scouting reports



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# I. Video module



## 1. Label the video or DVD

- Analyse the game using your own labels : “defence, penalty, Yoon”
- Create as much labels as you want
- Create drawings
- Customise each label
- Manage your labelset
- Increase – decrease speed

## 2. Search

- Sort your video moments on different criteria
- Quick find option using filter
- Search over multiple games

The screenshot shows the SportVAS software interface. At the top, it displays 'France vs Hungary' and 'January 19, 2010 20:15:00'. Below this is a navigation bar with tabs for 'Game Info', 'Annotate', 'Compilations', 'Team Line-Up', and 'Analysis'. The main area is a video player showing a handball game. The score is 'FRA 5:6 HUN' and the time is '10:13 1:32'. The video is paused at '00:11:41,57'. To the right of the video player is a list of labels for analysis, such as 'Incorrect Goals', 'Pivot play fouls against pivot', 'Wing play Fouls by attacker', etc. At the bottom, there is a video control bar with play, stop, and volume buttons, and a speed control set to '1.00X'.

Incorrect Goals	7M s called
Pivot play fouls against pivot	Progr Punishment NOT called
Pivot Play fouls by Progr. punishment pivot	called
Wing play Fouls by attacker	Karabatic
Wing Play fouls by defender	Gille
Offensive Foul with Ball NOT Called	playing system France
Offensive Foul with Ball Called	
Offensive Foul without Ball NOT cal	
Offensive Fout without Ball Called	
7M s NOT called	



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# I. Video module



## 3. Presentation

- Analyse the game using your own labels : “defence, penalty, Yoon”
- Create as much labels as you want
- Create drawings
- Customise each label
- Manage your labelset
- Increase – decrease speed

## 4. Distribute movies

- Sort your video moments on different criteria
- Quick find option using filter
- Search over multiple games

The screenshot shows the SportVAS software interface for a game between France and Hungary on January 19, 2010, at 20:15:00. The interface includes a navigation bar with 'Game Info', 'Annotate', 'Compilations', 'Team Line-Up', and 'Analysis'. The 'Annotate' tab is active, showing a video player on the right with a karate match and green annotations. Below the video player is a table of annotations with columns for Label, Start, Stop, Duration, Period, and Type. The 'Compilations' tab is also visible, showing a table of compiled video segments with columns for Label, Start, Stop, Duration, Period, Visible info, and Info. The interface includes various control buttons like 'Edit', 'Delete', 'New', 'Save', 'Delete', 'Play', 'Compress', 'Del. Panel', and 'Edit Panel'.



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## II. Team line-up module



- Use our team database
- Draw tactical line-ups
  - Draw balls
  - Draw action lines
  - Draw spotlights
  - Draw players from team database
- Change players shirts
- Print handouts
- Print to PDF and email to colleagues

France vs Hungary  
January 19, 2010 20:15:00

Game info   Annotate   Compilations   **Team Line-Up**   Analysis

Team Line-Ups: game start   Delete   Rename   New   Set as default

**France**

No	Pos	Name and firstname
16	GK	Omeyer, Thierry
13	LB	Karabatic, Nikola
2	RB	Fernandez, Jerome
6	PV	Gille, Bertrand
19	RW	Abalo, Luc
21	LW	Guigou, Michael
8	LB	Narcisse, Daniel

Spare players

No	Pos	Name and firstname
12	GK	Karaboue, Daouda
15	LW	Junillon, Franck
20	LW	Ploquin, Yohann
5	CB	Gille, Guillaume
23	RB	Bosquet, Sebastien
24	RW	Ostertag, Sebastien
3	CD	Dinart, Didier

**Hungary**

No	Pos	Name and firstname
12	GK	Fazekas, Nandor
3	LB	Ilyes, Ferenz
7	PV	Gal, Gyula
9	RW	Ivancsik, Tamas
8	LW	Ivancsik, Gergo
17	RB	Laluska, Balasz
23	CB	Eklemovic, Nikola

Spare players

No	Pos	Name and firstname
1	GK	Puljezevic, Nenad
20	LW	Gulyas, Peter
6	CB	Csaszar, Gabor
13	CB	Knivokapic, Milorad
18	RB	Nagy, Kornel
15	RW	Toro, Szabolcs
22	PV	Katzirz, David

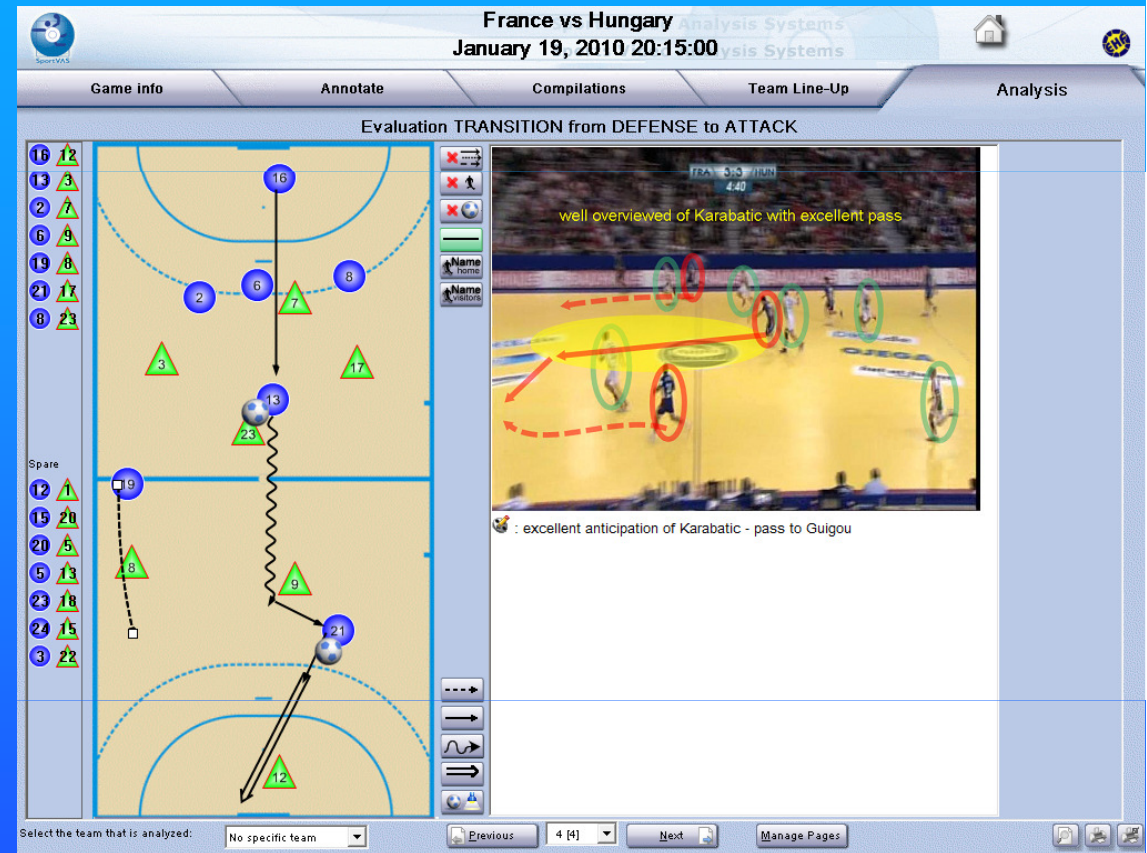
A tactical diagram of a handball court showing the starting line-ups for France and Hungary. The court is divided into two halves. The top half shows the starting line-up for France: T. Omeyer (16) in the goal, N. Karabatic (13) in the backcourt, J. Fernandez (2) on the right wing, and D. Narcisse (8) on the left wing. The bottom half shows the starting line-up for Hungary: B. Gille (6) in the backcourt, L. Abalo (19) on the left wing, and M. Guigou (21) on the right wing. The diagram also shows the positions of other players on the court.

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# III. Analysis module

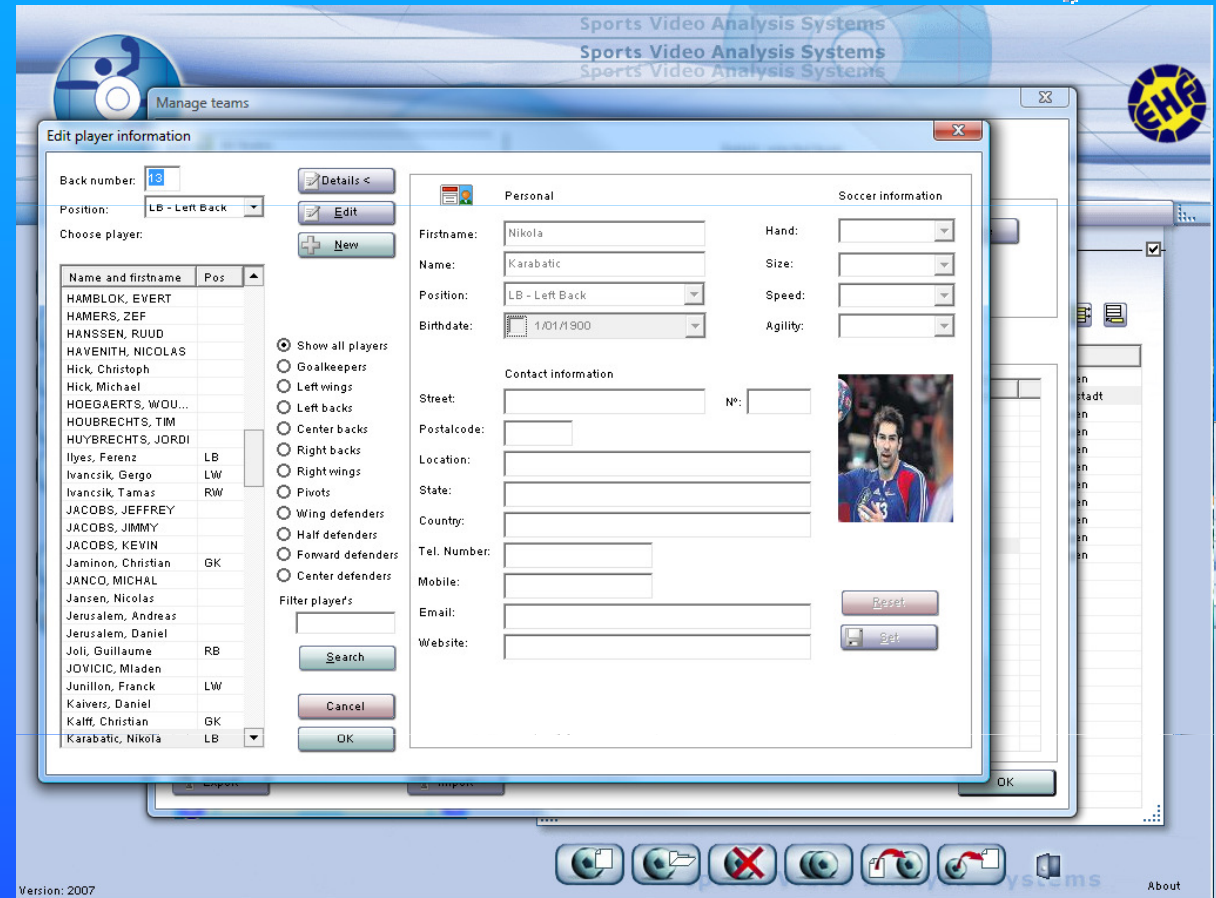


- 12 template pages in cooperation with Robert Nijdam
- Copy, delete and add pages
- Use video moments in these analysis pages
- Use drawings in these analysis pages
- Use the team- and player database
- Evaluate players individually
- Draw actions, balls, players,...
- Change shirts
- Assign red and yellow cards
- Print your analysis and player evaluations

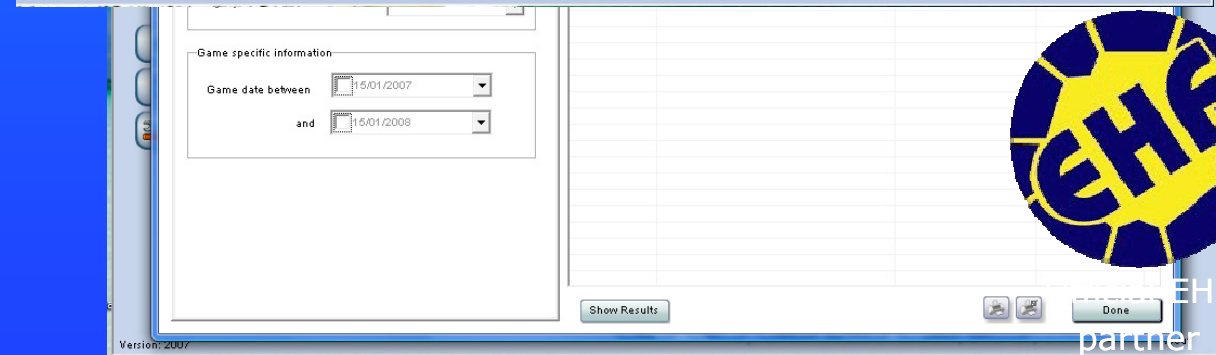


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# IV. Scouting module



- Evaluate individual players
- Search players on criteria
- Search players on evaluation reports
- Print evaluation reports

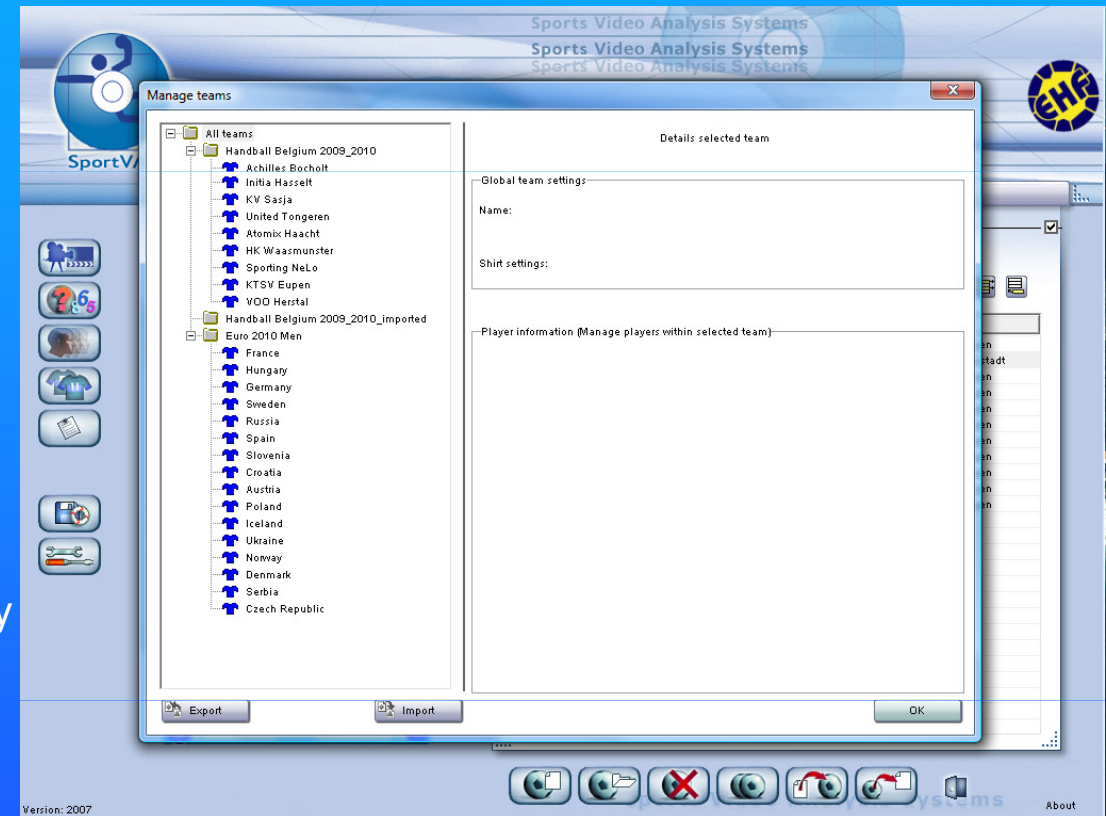




# V. Team database



- Evaluation history available per player
- Download teams from our team database
- Manage team database
- Import all your youth teams
- Exchange teams with your colleagues
- Specify evaluation reports to players individually
- Search on name of players



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# Why choose SportVAS?



- Unique combination between video, theoretical analysis and scouting module
- User friendly
- Make a complete game analysis in no time
- No new hardware required
- Synergy between video and analysis module
- Exchange analysis with colleagues
- Generate data from your (youth) players in the central database



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# About SportVAS

- SportVAS Soccer in 1999 with KNVB together with topcoaches as Louis Van Gaal, Dick Advocaat, Guus Hiddink



- Soccerlab in 2008 with Impire GmbH and worldfootball.com



- SportVAS Handball established in 2008 with Robert Nijdam (head coach GC Amicitia Zurich AG)



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# SportVAS Handball

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Live demonstration



The screenshot displays the SportVAS software interface for a handball match. The main window shows a table of game events with columns for 'Label', 'Start', 'Stop', 'Duration', 'Period', and 'Type'. The table lists various actions such as 'Free throw', 'Goal', 'Penalty', and 'Goalkeeping error'. A small video window in the center shows a live feed of the handball court. The interface also includes a court diagram on the left and a 'Compilations' section at the bottom.

Label	Start	Stop	Duration	Period	Type
Free throw	00:00:00	00:00:00	00:00:00	1st	GOAL
Goal	00:00:00	00:00:00	00:00:00	1st	GOAL
Penalty	00:00:00	00:00:00	00:00:00	1st	GOAL
Goalkeeping error	00:00:00	00:00:00	00:00:00	1st	GOAL