# The philosophy of 6:0 and 5:1 defence during the game





# **Theoretical bases**

General philosophy of defence in contemporary handball

(m)

# The objectives of the defence = to recover the ball to possession, as quick as possible, without suffering a goal!

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### **Consequences:**

Game philosophy ☞ defence activities are NOT only the reaction to offence activities (Offence → defence = action → reaction)

## D BUT

Advanced game philosophy  $\Im$  parity between offence and defence (Offence  $\leftrightarrows$  defence = action  $\backsim$  action )

ENF CAN



### **Development trends in defence**

- 1. Aggressiveness
- 2. Anticipation activity
- Aggressiveness
  - $\Box$  aggressiveness = high activity within the scope of rules
  - $\Box$  in modern handball every defence system tends to be very agressive





Anticipation activity

To be a defender nowadays is to possess the capacity to **understand** the game with anticipation, to **read** in a transparent way the initiatives of the attack and to **be able** to **act** individually

In order to **be able to assume the ANTICIPATION the defender must be able to ATTACK THE ATTACKER, not let him think**, while pressing the ball, making its pass very difficult (or even its transportation).





# The playing system determines the functions, tasks, starting positions and the operating area of all players

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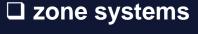
In common playing situations each player should know exactly what, when and how he/she should perform

□ man to man systems

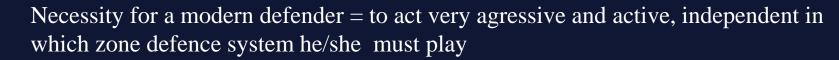
and

Set defence

□ combined systems









As a consequnce in recent years an aggressive type of zone defence systém 6:0 is becoming more popular







# **Basic tactical characteristics of 6:0 defence**

Advantages

- sufficient width @ good protection of the space directly in front of the goal area
- visibility attackers are forced to combine in front of defenders
- $\succ$  the positions of all players in one line facilitates cooperation

Disadvantages > "free" space for opponents preparatory combinations

the lack of possibilities to closely guard the attackers shooting from a long distance

> more complicated position for starting fast break





Variants of 6:0 defence

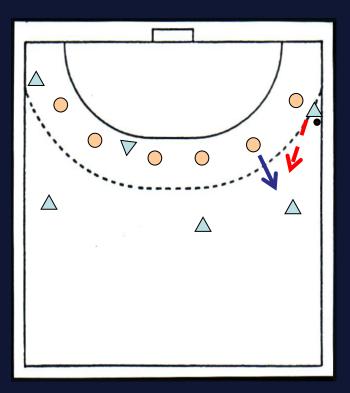
□ "classical" ☞ all defenders approach to the opponent with ball ("Waving")







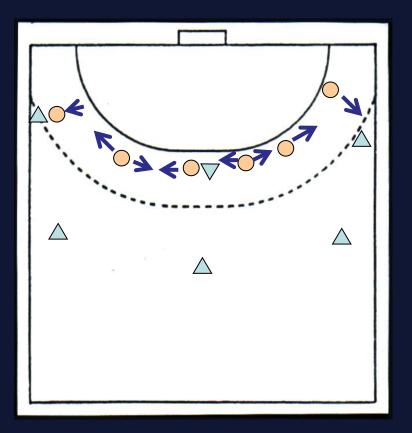
# □ "shifted forward" ☞ the base line of defenders on 7 (8) meters







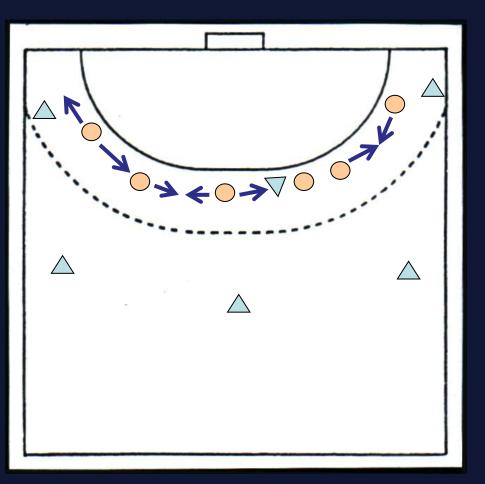
# □ "inverted" ☞ only outer defenders approach to opponent







## □ "retracted" ☞ without approach to the opponent with ball







# 5:1 Defence







## **Basic tactical characteristics of 5:1 defence**

Advantages >> disturbance of preparatory combinations of opponent

> close guarding of the space of shooting from long distance

better positioning for starting fast break

Disadvantages > insufficient width Image: Second Seco

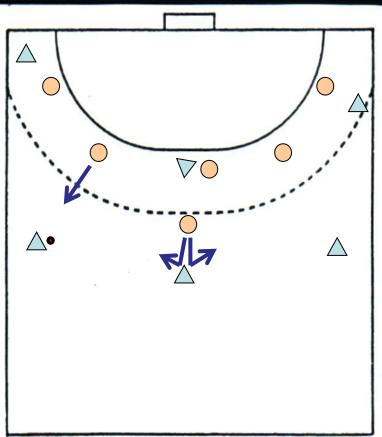
- bigger operation space of each defender *r* higher demands on the condition
- more difficult cooperation among the defenders from various lines





Variants of 5:1 defence

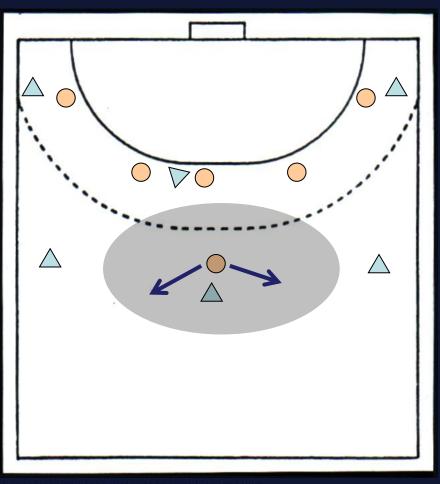
with the forward defender on central position, guarding the center back attacker







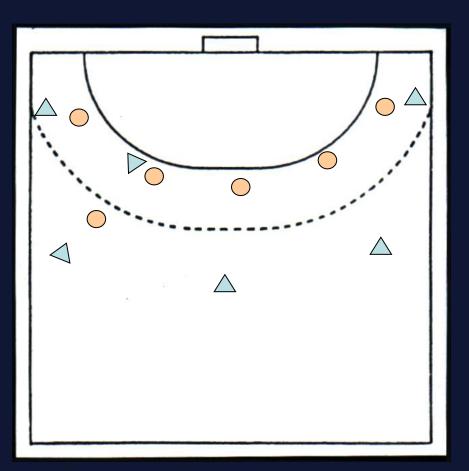
with the forward defender on central position, anticipative concept prevent from taking the pass







□ with the forward defender on side position (against R/L back)







#### Closing remarks

Designation of playing systems describes only starting positions of defenders, not the dynamics of their actions.

Higher performance level means, that each player has (within agreed rules) sufficient space for individual solutions

It doesn't exist ideal playing system. It exist only teams, which can more or less eliminate the disadvantages



