

Numerical Superiority

Average scored goal:28/match/team, efficiency:59%

2016 MECH POL

- Average scored goals/match/team: 4, efficiency:62%
- 381/613/G/S, 14% of the goals
- Numerical inferiority: 2.4, 42%,
- 194/465/G/S, 7% of the goals

• Best:

Less:

- | | |
|------------------------------|---------------------|
| • -FRA :39/7MP, AV:5,5 EF:62 | -RUS: 19/6, 3, 54% |
| • -MKD: 33/6, 5,5 72% | -DEN: 22/7, 3, 79% |
| • -ESP: 33/8 , 4 60% | -BLR: 19/6, 3, 49% |
| • -CRO: 34/8, 4 76% | -HUN: 30/6, 3.5 59% |
- Why are they the best?To find the best option.

Actions used by teams, MECH 2016/POL

- -Bundes League 1.
- -Bundes League 2.
- -"Negative" piston movement
- -Transition from wing position
- -Playing constant with two pivot
- Changing goal keeper for player:7:6 /GER,DEN/