

Numerical Superiority

2016 MECH/POL: Average scored goal:28/match/team,
efficiency:59%



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2016 MECH POL

Goals by numerical superiority

- Average scored goals/match/team: 4, efficiency: 62%
- 381/613/G/S, 14% of the scored goals
- Numerical inferiority: 2.4, 42%,
- 194/465/G/S, 7% of the scored goals
- **Best: by num. Superiority**
- **Least: by num. inferiority**



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2016 MECH POL

Goals by numerical superiority

-FRA :39/7MP, AV:5,5 EF:62 %

-RUS: 19/6, 3, 54%

-MKD: 33/6, 5,5 72/

-DEN: 22/7 3 72%

-ESP: 33/8 , 4 60%

-BLR: 19/6, 3, 49%

-CRO: 34/8, 4 76%

-HUN: 30/6, 3.5 59%



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Successful-Unsuccessful Actions

- Shooting from several positions
- Making good desition
- Goal keeper's performance
- Defence systems
- Chancing the speed during the actions
- Interpretation of the Referees /passive play,attacker faults etc./



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What does it mean numerical superiority nowadays and how use the teams those possibilities?

- Classic 6:5, 6:4, 5:4
- 7:6 player for goal keeper
- 6:5 player for goal keeper
- 7:5 player for goal keeper



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Actions used by teams, MECH 2016/POL, WECH 2016/SWE and nowadays

- "Bundes League" 1.
- "Bundes League" 2.
- "Negative" piston movement, the pivot on the opposite side
- Transition from wing position
- Transition from left-or right back position
- Playing constant with two pivot
- Attacker block on the middle defender
- Changing goal keeper for player: 7:6



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