

EHF GLOSSARY OF HANDBALL TERMS AND EXPRESSIONS

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1. INTRODUCTION



The EHF Glossary of Handball Terms and Expressions has been produced by the EHF Sport & Game Services Department and is intended as a reference guide for all those working in the technical area of the game. It is intended to complement the EHF Style Guide.

The aim of the glossary is to provide a common approach to the use of technical terms across different publications, reports and platforms. The EHF uses British English as a standard for its written communications and the Oxford English Dictionary as a reference.

This glossary is intended to be a 'live' document. The EHF actively welcomes new suggestions or additions as well as challenges to the use of terminology. The use of the English language is continually evolving, as is the game itself, therefore it is planned to update the glossary on a regular basis. If you have an input, proposal or suggestion, send an email to monteiro@eurohandball.com for consideration.

INTERACTIVE GLOSSARY

This guide has the intention that it is easy to navigate.

From the **contents** page, you can click and jump to the main sections of this guide.

The **blue circle** on the right-hand side of each main page is a button that brings you back to the contents page.

On each main page, there are **light grey arrow buttons**. When clicked, the left arrow provides the previous page, the right arrow, the next page.

(An example of the last two navigation tools are available on this page.)

TECHNIQUE & TACTICS

TERM	DEFINITION
Advantage	A condition of being in a better position with a chance to beat the opponents (while either attacking or defending). It might include temporarily numerical superiority, or numerical and positional advantage.
Assist	A player completes an assist pass when his pass lead directly to a goal by a teammate.
Basic movement with/without the ball	A set of movements carried out by a player on the court.
Blind pass	A pass played without looking in the passing direction.
Bounced pass	A pass that first strikes the floor/ground (bounces off once) before reaching the receiver.
Bounced shot	A shot at the goal where the ball first hits the floor/ground on its way to the goal.
Breakthrough	Attacking into the space around an opponent in an attempt to get a good scoring opportunity close to the goal and having only the goalkeeper to beat. It can be executed with a straight or curved movement towards goal.
Catching the ball	Taking hold of the ball after a pass from another player.
Changing direction	Refers to altering the path of movement toward which someone moves with or without ball.
Corner throw	A throw-in from a corner at the offensive end of the court, awarded to the offense when the ball crosses the end line and was last touched by a defender other than the goalkeeper.
Countermovement	Changing direction to the opposite direction of the ball`s movement (where the ball is coming from).
Diving	Faking or exaggerating body contact by an opposing player to gain an advantage from a referee usually by falling down.
Dive shot	Predominantly used by the line player (pivot), the dive shot is the technique used to shoot when the player is under pressure and/or without space for the steps cycle.
Dribble	The act of manoeuvring the ball by bouncing it on the floor/ground.
Fake pass	The act of pretending to pass the ball.
Fake shot	The act of pretending to shoot the ball.
Faking	Any offensive deceptive move/action to mislead the opponent.
Feint	Altering the path of movement towards someone moves with ball intending to deceive the opponent.
Game principles	Fundamental assumptions grounded in the internal game logic that establishes the framework for interaction between players and opposition.
Group tactical elements	Refers to standardised patterns of joint actions between two or more players.
Hip shot	A shot where player hides the ball and throw it around the waist with a movement that looks like a whip, using the rotation of his hip.
Individual tactics	Individual way of acting, in attack and in defence, playing principles and strategy. Individual tasks a player as to fulfilled.
In-flight goal	The act of scoring a goal, catching and throwing the ball whilst in the air.
Jump shot	A shooting technique performed having the players feet off the floor. The jump can be executed from one or two feet.
Lob shot	A shot that is thrown high over the goalkeeper and into the goal.
Long pass	A long-range pass, such as one made by the goalkeeper to the wing in fast-break situations.
Long corner shot	A shot directed towards the furthest side of the goal from the shooter's perspective
Marking	The act of guarding one particular opponent. It can be executed closely.

TECHNIQUE & TACTICS

TERM	DEFINITION
Numerical advantage/ superiority	When a team has more players than the opposing team on the court or any given part of it. Also called outnumbered play. A typical situation is when a 2-minute suspension occurs.
Numerical disadvantage / inferiority	When a team has fewer players than the opposing team on the court or on any given part of it.
Numerical equality	When both teams have the same number of players on the court.
Overarm pass	A passing technique carried out with the arm moving above the shoulder level.
Overarm shot	A shooting technique carried out with the arm moving above the shoulder level.
Pass	The expression used for the action of throwing the ball to a teammate.
Rebound	When the ball returns into the playing area after a scoring attempt.
Running shot	A shot attempted by a player while running at the moment of ball release.
Shooting at the goal	A technique by which an attempt is made to score a goal. There are various kinds of shots on goal that can be executed either from the ground or from a jump. Overarm shot, underarm shot, diving shot, jump shot, jumping with both feet etc.
Short corner shot	A shot directed towards the closest (nearest) side of the goal from the shooter's position.
Side-stepping	Lateral technical footwork used to escape/ avoid defenders. It is executed by continually moving sideways mainly in width.
Spin shot	A type of shot with the ball changing direction giving the ball a spin with the wrist to cause a change of direction. A shot that makes the ball rotate as it is moving in order to elude the goalkeeper. In beach handball, a shot taken with full rotation of the body in the air.
Strikethrough	Refers to the initial arrangements or formation and provides a basis for players to act, read or anticipate others' actions and interactions.
Tactical skills	Refers to tactical knowledge, decisions, and actions of players in the situation to gain advantage over the opposing team or players.
Tactics	A set of planned game elements to be used in attack and in defence by a team during the given game.
Technical element	A specialised motor skill performed within the limitations of the game's rules.
Technical skills	The ability with which the player executes the technical elements of the game. To bring about the desired result.
Throw	The expression used for the action of shooting the ball on goal.
Trajectory	The path of a player or ball.
Turning	The act of changing the direction or movement on the court.
Underarm shot	A shooting technique carried out with the arm moving below shoulder level.

DEFENCE

TERM	DEFINITION
Block (in collaboration with the goalkeeper)	Defensive teamwork between court defender(s) and the goalkeepers to counter long-range shots on the goal.
Blocking	An act of stopping a shot on goal from being successful by using the upper limbs (arms/hands) to intercept the ball's path. It can be made by one or more defenders (individual or collective blocking).
Closed defence	A defensive configuration where the distances between the defenders are small/short (as for example 6:0 defence system).
Closing out	Refers to a quick movement performed by a defender when the ball is passed towards an attacker, so that the player does not have space to catch, break through, shot, or pass without being tightly pressured.
Cover/coverage	The responsibility of the direct defender towards the attacker (also: guarding, marking).
Danger zone	The area extending around the goal-area line from which most shots are executed with a high rate of success.
Defence	A team's activity to regain the possession of the ball and stop the opposing team from scoring.
Defending team	The team that does not have possession of the ball.
Direct defender	The defender nearest to the attacker who has direct responsibility to cover the attacking player.
Dissuasion	When defender adopts a position relative to an opponent, which enables the player either to prevent the opponent from receiving the ball or attempt to intercept the ball.
Exchange of opponent	Cooperative defensive action (also termed as switch), which consists of the defender switching from whom they are guarding (covering, marking), when the defenders are lined up and in close proximity to each other in response to an offensive movement, such as crossing. It happens when two defenders change the role of direct defender.
Tackling	Physically holding the opponent in order to prevent shooting.
Triangle Defence	A defensive action to help a pressuring or stepped-up up defender to avoid an immediate goal-threatening attempt.
To help / Helping	A defensive action to assist a defender to avoid an immediate attempt on goal by the opposition team.
Holding the opponent	Physical contact to stop the opponent's movement towards a scoring opportunity.
Indirect defender	A defender in good position to assist the direct defender, in case of loss on their part, the indirect defender shall leave their direct opponent and assist.
Individual defence system	A player-oriented system, in which each defender is assigned for a specific opposing player, rather than cover an area of the court.
Intercept	Stop and/or gain the ball before it reaches the goal or an opposing player.
Mixed defence	A defensive configuration that comprises one or more defenders assigned to closely mark (guard, cover) specific attackers while other players cover specific zones of action on the defensive structure.
Open defence system	A defensive structure with one or more defensive lines positioned further away from the goal-area with each defender being responsible to cover a wide area. A defensive configuration of play where the distances between the defenders are larger, in both width and depth, e.g. 3:3, 3:2:1, 1:5 defensive systems.
Open / deep defence	A defensive configuration such as the 3:3 or 3:2:1 defence system.
Pressure	When the defender keeps their assigned attacker (with and without a ball) under tight pressure (one-on-one), with or without contact.
Pressuring defence	A defensive behaviour, attempting to apply pressure on the attacker with or without the ball, to disrupt the attacking continuity and to intercept passes and prevent shots on goal effectively forcing turnovers.

DEFENCE

TERM	DEFINITION
Quick retreat	The process of withdrawing from offensive positions towards defensive positions/positional and organising into a cohesive unit to obstruct the opponent's fast break.
Retreat	The process of withdrawing from offensive positions towards defensive positions/positional areas to protect the goal.
Save	When a goalkeeper stops the ball from crossing the goal line between the goalposts.
Stealing the ball	Taking possession of the ball when the opponent is holding or bouncing the ball.
Tackling	When a defender employs a permitted dynamic physical contact against an offensive player who has just received the ball with the intent to either deny a shot, a break through or disrupt a pass.
Triangle Defence	A defensive action to help a pressuring or stepped-up up defender to avoid an immediate goal-threatening attempt.
To help / Helping	A defensive action to assist a defender to avoid an immediate attempt on goal by the opposition team.
Transition	Is the phase from changing from attack to defence or from defence to attack.
Zone defence system	A system of play which describes defensive responsibilities in a zonal manner. It can be structured into (6:0), (5:1/1:5/3:3) or (3:2:1).

ATTACK/OFFENCE

TERM	DEFINITION
Arm-swinging fake	Refers to an action when an attacker, up against a defender (one-on-one), simulates goal action towards the arm-throwing side (strong side) and then, changes direction (weak side) while rotating the throwing-arm holding the ball over the opponent in order to get a shooting position, effectively avoiding the opponent's blocking.
Attack / offence	A team activity with the aim to score that starts with gaining possession of the ball and ends with losing it.
Attacking system	The system of play that determines the distribution of players through the attacking lines, the tactical roles, positioning and main courses of attacker's action and cooperative play, according to the team's plan.
Clearing out / create space	The offence player vacates an area or playing zone so that the ball handler has more space (or time) advantage either to take a through-shot or to have a better chance to evade a defender one-on-one
Crossing	A coordinated interchange of place between two players crossing each other's path, with and without the ball. This tactical element is a standard way of switching play.
Cutting in	Player in attack, without a ball employs a quick cut towards the goal (with or without a previous misdirection movement), allowing them to get open or to draw defenders towards them, effectively making space for teammates.
Offence transition	An act of going from defence into attack. There are two kinds: slow, controlled forward progression that involves many short passes; and a fast, where the ball is moving directly toward into the other team's danger zone as quickly as possible – also called fast break or counterattack.
Evade	When an attacking player, with or without the ball, is able to get past the opponent who is covering them.
Extended fast break	When without slowing down the rhythm to prepare building up an attack, due to the opponents' defensive recovery, the attacking team employs a kind of fast positional attack in the continuity of the fast breaking play.
Fast break	The team in offence plays a forward progression to create a high-scoring opportunity as quickly as possible, so that the defence is outnumbered and does not have time to move into their planned formation.
Fast throw-off	Occurs when a team who concedes a goal employs a fast breaking attack from the centre of the court and the defending team has not yet fully returned and/or (re)adjusted their system.
Fast transition	The fast switching plays from defence to attack.
Give-and-go	An offensive play that involves passing the ball (give) and then, returning (go) to an open spot to receive the ball back (returning pass).
Screen	When the attacker restricts the opponent's movement by physically obstructing them, as allowed by the rules.
Simple fast break	When the player who receives the ball shoots directly at the goal (individually fast break), a direct forward pass to the shooting player (direct fast break) is made, or a second forward pass is performed before shooting (indirect fast break).
Supported fast break	When more players (opposed to the simple fast break) are involved, attempting to score before all the defenders are able to get into position.
Tactical combination / set play	Set play by a team where the path of the ball is pre-determined.

RULES OF THE GAME

TERM	DEFINITION
3 metres (from the player in possession of the ball)	Opponents are not allowed to stay closer than three metres to the player taking a free throw or throw-in.
3 steps	A player holding the ball is only allowed to take three steps, afterwards he/she has to dribble or pass the ball.
6m throw	A shot from the goal area line (6 metre line), taken with no defender between the attacker and goal. The 6m throw can be executed from 5 different areas on the court (see annex A).
7 vs 6	A team can take the goalkeeper out to add an additional attacking player. This gives the team the numerical advantage in attack and increases the number of court players to seven.
7m line	A line seven metres from the goal indicating from where the penalty throw is to be executed.
7m throw	A type of free-throw taken from out of the goal area line (approximately 6m.) and with only the goalkeeper of the defending team between the penalty taker and the goal
9m throw	A shot taken before the 9 metre line that can be executed from 4 different areas on the court (see annex A).
Advantage (rule of)	A clause in the Rules of the Game that gives the referees the discretion to allow play to continue even after a foul has been committed if stopping play would unfairly punish the fouled team.
Assault	A forceful and deliberate attack against the body of another person.
Assist	A player completes an assist pass when his pass leads directly to a goal by a teammate.
Ball	Round object used in handball and available in different sizes utilised accordingly across the different age categories.
Bench	A bench in the substitution area where the substitute players have to remain seated.
Blue card	Referees may show a blue card in addition to the red card in the case of a 'disqualification due to a particularly reckless, particularly dangerous, premeditated or malicious action' which will also include a written report.
Call	The decision made by a referee.
Centre line	Line cutting the court in two halves marking the spot of the throw off.
Change of sides	After the half-time break (or sometimes after coin toss) the teams change sides.
Changing goalkeepers	The goalkeeper leaves court to be replaced by the substitute goalkeeper. This can occur during the game or before a penalty is executed.
Choice of sides	After the coin toss, the teams are allowed to decide which side they want to have their substitution area and goal.
Clarification(s)	Used to make a statement (from the Rule of the Game) clearer.
Coin Toss	The practice of throwing a coin in the air to choose between two alternatives.
Cross the sideline	The ball leaves the playing court on the side.
Crossed the goal line	The ball is in the goal.
Disallowing a goal	The referee decides not to validate a score for any irregularity preceding it.
Disqualification	A player may be disqualified by the referees for a number of cases specified in the regulations. In this case the referee shows the player the red card and he cannot return on court for the remaining part of the game. There can also be a report if the referees find an action to be particularly reckless, dangerous, premeditated, or malicious, they must submit a written report after the game, so that the responsible authorities are in a position to take a decision about further measures. The referee must show a "blue card".
Double dribble (violation)	A personal violation given to a player that either uses two hands to dribble or stops with the ball and starts dribbling again.

RULES OF THE GAME

TERM	DEFINITION
Electronic team timeout system ('buzzer')	An electronic team timeout system is used instead of the team timeout 'green' cards. A button is linked to the official scoreboard system, and, when pressed, the time is immediately stopped. The timeout is also indicated by an audio signal (buzzer).
Empty goal	A team may be on the court with seven field players at the same time. This is the case if a court player substitutes a goalkeeper and, consequently, their goal stays empty.
Endanger	To cause danger of injury to the opponent with any physical contact.
Entering the goal area	Entering the goal area is considered to occur when a court player invades the goal area line and/or the goal area with any part of the body and should be penalised. Only the goalkeeper is allowed to enter the goal area. Entering the goal area is not penalised when a player enters the goal area after playing the ball, as long as this does not create a disadvantage for the opponents.
Equipment	The uniform and sports equipment of the players.
Fair Play	Conformity to established rules; upright conduct and equitable conditions; conformity to the rules, spirit, and etiquette of sport. Can be considered the ethos of sport.
Faulty substitution	A situation where player leaves the court outside substitution area or enters the court before his teammate has left the court.
Field of play (FOP)	The court; a specially marked rectangular area within which the game is played.
Final signal (whistle)	The playing time ends with the automatic final signal from the scoreboard or from the timekeeper. If no such signal comes, the referee whistles to indicate that the playing time is over.
Foot	A foul when a player touches the ball with his foot or shin and the ball is given to the opponent team.
Forewarning (signal)	A specific hand signal by the referees warning in advance or beforehand (for passive play).
Free throw	A free throw restarts the play after an interruption by the referees; when an infraction of the rules is committed the team fouled gets possession of the ball from the spot where the infraction took place without being defended closer than 3m.
Free throw line	Nine-metre line that the players have to leave before executing a free throw after a foul that occurred inside the nine-meter line.
Full-time	The end of the game; culmination of both playing periods (60 minutes).
Fumbling	Occurs when a player, who has possession of the ball, drops or mishandles the ball that is in play.
Game administration	The combined process of on and off court officiating related to an official match in accordance with the rules of the game and the regulations valid for the respective competition the match belongs to. It means the coordination of tasks and activities by both referees and delegates (including timekeeper and scorekeeper) before, during and after the match.
Goal	The area marked by two posts and a crossbar on the two ends of the playing court.
Goal (scoring)	A goal is scored when the entire ball has completely crossed the goal line, provided that no violation of the rules has been committed by the thrower, a teammate or a team official before or during the throw
Goal area	A D-shaped area six metres from the goal that is used only by the goalkeeper.
Goal area line	The line that defines the goal area; also called the "six-metre line".
Goal net	A net attached to the goalposts in a way that the ball cannot rebound or pass through the goal.
Goalkeeper throw	When the ball crosses the outer goal line a goalkeeper throw is awarded.
Goalkeeper`s restraining line	A line four metres from the goal line, that marks the limit where a goalkeeper may advance to defend against a penalty throw; also known as the "four-metre line".

RULES OF THE GAME

TERM	DEFINITION
Goal-light technology	A series of (red) LED lights installed at the rear bars of the goal which light up at the same time as the buzzer sounds for team timeouts and at the end of each half.
Goal-line technology	The means of instantly determining whether the entire ball crossed the goal line.
Half	The time (30') during which play proceeds. A handball match consists of two halves 30' minutes.
Half-time	The intermission between the periods of the play which lasts 10 minutes.
Infraction, infringement	violation of a rule as transcribed in the Rule of the Game.
Inspecting the playing court	Prior to the start of the match, the referees check the goals and the playing court.
Interruption	The game is stopped.
Joint decision	The referees may consult each other during a game to reach a common decision.
Kit (uniform)	All garments and equipment worn by players involved in a match. It must differentiate them from the goalkeeper and the opponent team.
Offensive foul	A foul committed by an offensive player; illegal contact committed by an offensive player.
Officiating	To serve as a referee.
Out of play	When the ball is out of play, the game restarts with a throw corresponding to the reason of the interruption.
Outer goal line	A line marking the end of the court, not including the goal line; also called the 'back line'.
Overtime	According to the competition regulations, when a match ends in a draw, an overtime period may follow. This is played in two halves of five minutes with a one-minute break between them.
Passive play	Occurs when the attacking team does not make sufficient progress in attempting to score a goal.
Personal punishment	Violations to the rule may lead to personal punishment awarded by the referee. This may begin with a warning, followed by more severe punishments such as disqualification, etc.
Playing court	Area where the game is played.
Playing time	A handball match consists of two halves of 30 minutes.
Progressive punishment	The system of discipline where the penalties increase upon repeated occurrences.
Protest	A formal objection (or complaint) addressed to the Competition Management and submitted if there is a reason to suggest the incorrect application of rules.
(referee) Radio communication system	A wireless communication system is used by the referees to stay constantly in contact with each other and be able to communicate about all crucial decisions during a match.
Re-enter	A player that has been punished with a two-minute suspension is allowed to enter the playing court again.
Roster	Players who are eligible to play on the day of the game (max 16).
Sanction	Any form of penalisation by the referee.
Score	The result of the game.
Scoreboard	A clearly visible electronic board (or cube) affixed within the playing venue that displays the playing period, time elapsed, the score, and will also signal the end of the playing period.
Serving a 2-minute suspension	The player stays on the substitution bench for two minutes after receiving a suspension.
Sideline	The lines which mark the outer boundaries of a court. The opposite of a sideline is a goal line.

RULES OF THE GAME

TERM	DEFINITION
Steps	A maximum of three steps with the ball are permitted.
Substitution	Player entering the court to replace a teammate. A substitution may not be made until the other player has left the court. Players must enter and leave the playing area on their own half of the court and inside the substitution area.
Substitution area technology	A system (micro cameras) providing a detailed view of both substitution areas, offering video assistance in case of decisions that concern the substitution areas.
Substitution line	Line that marks the area where the substitutions are allowed.
Suspension	Form of personal punishment, a two minute suspension.
Table	Located between the team benches. From here, the match is observed by nominated persons i.e. Delegate, Scorekeeper, and the timekeeper.
Team timeout	A stop in play requested by the team with the possession of the ball (3 per match).
Technical fault	Technical mistakes such as steps, dribble mistakes, goal area infringement (rule technical faults) or by ball handling mistakes that lead to a loss of possession, a so called turnover.
Technical officials (TOs)	The EHF referees, delegates, and table officials.
Throw-in	The play used to restart play after the ball has gone over the sideline.
Throw-off	The first throw taken at the beginning of a game, after every goal, and after halftime.
Throw-off area	A circle with a diameter of four metres, from where throw-off is taken, placed in the middle of the centre line.
Timekeeper and scorekeeper	Persons nominated to observe the match from the table, and responsible for marking the time and registering the scores for the match report.
Timeout	Stoppage in the match for a short amount of time.
Travelling	A violation of the rules that occurs when a player takes too many steps without dribbling the ball.
Turnover	A turnover occurs when a team gives possession to the opposing team by losing the ball by any means (pass being intercepted, missed shot, infraction of the rules).
Unsportsmanlike conduct	A player, official or team who have acted inappropriately in the context of the game, not necessary illegal according to the Rules of the Game but depreciated by the vast majority of both players and spectators.
Video replay	A video recording of an action (such as a play) that can be played back (as in slow motion) immediately after the action has been completed, offering the referees the possibility to watch a situation on TV before reaching a decision.
Warning	Yellow card punishment awarded by the referee as a first measure of progressive punishment.
Whistle for the throw-off	The referee gives the signal to start the game.
Whistle signal	Signal of the referee.



GAME PROTAGONIST

TERM	DEFINITION
Outside defender	The player who carries out their activities primarily in the main defence line on either side of the court. Their main tactical role is to guard the wingers.
Half defender	The role of the second defenders is dependent on the defensive system. Their key goals are to stop advancements towards the 6m, cooperate with the goalkeeper through effective tactical blocks, and prevent passes to the pivot. In more open systems, the second defender might be asked to proactively try to create numerical superiority and/or obstruct passes/trajectories.
Middle defender	The role of the third defenders varies with the chosen system. Their key goals are to coordinate the defence, stop advancements towards the 6m area, cooperate with the goalkeeper through effective tactical blocks, and prevent passes to the pivot. Like the second defenders, in more open systems, the third defenders might be asked to proactively try to create numerical superiority and/or obstruct passes/trajectories.
Front defender	A defence player positioned mainly around the first line (9m), ahead of the other defenders, normally controlling and protecting the centre-back's action field and with the main role to disrupt ball circulation and obstruct movements to the central zone of the defence.
Back court players	The back court players are the players that, in attack, play furthest away from the goal. Divided by left, right and centre, back court players are, usually, the tallest players of the team with the best ability to shoot from distance. This fact, however, can be different when we consider the playmaker (back court player in the centre), where the ability to make the right decisions and organise the game prevails over the physical characteristics
Centre back (CB)	A player positioned mainly around the midcourt; also called the playmaker with functions of organising, shooting and breakthrough in the defence. The player in this position initiates the offensive play, normally shoots, or tries to break through the defence.
Coach	The head of the team who gives instructions, promote substitutions, and creates the tactics during the game.
Court players	Refers to players (and excludes goalkeepers).
Court referee (CR)	Referee behind the attacking team watching for any defensive or offensive fouls by the court players or any possession violations.
Delegates	Nominated officials tasked with supervising the event (match). EHF delegates are observers and supervisors.
Exterior players	Players who start their actions from a positional area outside the opponent's defence (back and wing players).
Extra attacking player	An extra player instead of a goalkeeper and a seventh attacking player is brought in to play in the offence.
Goal-line referee (GR)	Referee on the outer goal line who watches for any violations and verifies if the ball completely crossed the goal line.
Goalkeeper (GK)	The player positioned inside the goalkeeping area who is in charge of defending the goal. This player is allowed to use the whole body including the lower limbs to defend the goal.
Interior players	Players who start their actions from a positional area inside the opponents' defence (line players).
Left back (LB)	An offensive player positioned on the left-hand side of the middle back carrying out actions in the second line of the attack (6m) shooting and penetrating the 6m line but also in first line of the attack with 9m shoots.
Left-handed Player	Player using and throwing with his left hand.
Left wing (LW)	An attacking player who plays mainly in the forward line of the attack, along the left side of the court.
Officials	The EHF referees, delegate(s) and table officials (scorekeeper and timekeeper).
Line player (LP)	Refers to a player offence who plays mostly around the 6-meter-line and among the defenders. Also called as pivot.

GAME PROTAGONIST

TERM	DEFINITION
Players	Members of a team taking part in the game.
Playing positions, offensive	The seven playing positions are: goalkeeper, left wing, left back, centre back, line player, right back and right wing.
Referee	A person in charge of a game who has to make sure that the rules are followed.
Right back (RB)	Refers to a player (offence) positioned on the right-hand side of the middle back carrying out actions in the second line of the attack (6m) shooting and penetrating the 6m line but also in first line of the attack with 9m shoots.
Right-handed player	Player using and throwing with his right hand.
Right wing (RW)	Refers to a player (offence) who plays mainly in the forward line of the attack, along the right side of the court.
Squad	Every player who could technically play over a season. During EHF Euro events, the 'official squad' limited to 28 players.
Team	A unit of players with a maximum number of 16 on the match report.
Team official	A person representing the team, registered in the match report.
Technical delegate	The Technical delegate is appointed by the responsible Federation to ensure that the rules of the game are complied with.

EVENT MANAGEMENT

TERM	DEFINITION
Accident and health insurance	Contractual insurance coverage for cases of injuries.
Accreditation	A pass that officials, team members, media representatives etc., receive to move freely in certain areas of the venue.
Administration	Arrangements and tasks undertaken to guarantee the game or event organisation.
Announcement	Information released by officials.
Appeal	Process for requesting a formal change to an official decision.
Arbitration regulations	The rules and process of the resolution of disputes.
Arena details	Information and data on the playing venue.
Arrival	Date and time that persons involved in the match (teams, officials, etc.) arrive at the (competition, match) venue.
Banquet	A formal event for the participants of a tournament, usually as a closing act.
Briefing	Any meetings that take place between the officials and the local organisers (e.g. key personnel meeting, security briefing or meeting the floor manager).
Changing rooms / Locker room	Assigned rooms in the playing venue where the players can change clothes before and after the games.
Competitions	An organised event (cup or tournament) where club teams or national teams take part.
Complaints	An official communication from participants stating problems concerning a matter.
Cross matches	Games taking place after main round (e.g. the winners of the groups play against the second ranked teams of the other group).
Daily bulletin	Results and statistics of the match day published at the end of the match.
Deadline	A time and date by which something is scheduled to be done.
Delegation	The players and officials of a team nominated to play, or be part of, a specific competition.
Departure	Date and time that the persons involved in the match (teams, officials, etc.) depart the (competition, match) venue.
Doping control	Random drug testing for prohibited performance enhancing substances in the organism of athletes.
Draw	The procedure of pairing teams and deciding about the competition schedule.
Event venue	The place where the event (match, tournament, competition) takes place.
Expenses for board and lodging	Accommodation and food costs.
Extra time	In the final round extra time is played, following a five (5) minute break if a match is tied at the end of regular playing time. The extra time period always consists of two halves of five (5) minutes, with a one (1) minute half-time break.
Feedback	Information and evaluation provided about an event (match, tournament, competition) after the conclusion thereof.
Finals	The last and decisive games of a competition.
Finances	Budgetary questions of a competition or event.
First aid	The provision of basic treatment for an injured player immediately after an injury.
Flooring	The material that covers the surface of the playing court.
Follow up (Match)	Post-match tasks, such as sending the result to the EHF; finalisation of match report or feedback to the referees.
General provisions	Basic infrastructure conditions and facilities.
Insurance	Coverage by a contract binding a party to indemnify another against specified losses.

EVENT MANAGEMENT

TERM	DEFINITION
Introductory meeting	Key personnel meeting; a meeting between EHF representatives and local organisers.
Know-how	Theoretical and practical knowledge of certain tasks.
Language command	The ability to communicate with the officials and organisers in a commonly spoken language.
Main round	Competition phase; usually games after the group phase.
Match report	The official document containing the list of participants, the score, the remarks of the referees etc. The match report is done by the officials seated at the officials table.
Media workplaces	An isolated section of the spectators' area with seats and tables provided for the press to carry out their work.
Medical room	A suitable room where the medical treatment can take place.
Nationality	The status of belonging to a particular nation by origin, birth, or naturalization.
Nomination	Appointing officials and referees for a certain event or game.
Obligations	Duties, responsibilities.
Official events and representation	Events organised during an event for the participants.
Official's table	Courtside table used by the Timekeeper, Scorekeeper, Delegate(s), etc.
Organiser	An association, federation or a club granting the venues and the frameworks for a competition.
Participants	Nominated persons (Athletes, officials, referees, etc.) being part of the event (match, tournament, competition).
Physical condition	The status of fitness of a player.
Phase	A step in the progression of the competition.
Placement matches	Matches played to determine the final ranking of teams.
Playing eligibility	The status whether an athlete fulfils all conditions to take part in an event (match, tournament, competition).
Playing hall	The venue of the match.
Post-match procedure	A short official ceremony at the end of the game (not necessarily after every game).
Preliminary round	The initial phase of a tournament with all teams competing.
Pre-match conversation	A briefing between the delegate and the referees prior to the game.
Press conference	An official event organised for the press with the participation of the event (teams -coaches and players, organisers) where the media can ask their questions regarding the event (match, tournament, competition).
Press facilities	The infrastructure provided for the media, e.g. tables, computers, internet, etc.
Prizes	The awards won by the teams, e.g. medals, money.
Protest and appeals	Official complaint(s) about irregularities experienced during a game, submitted by persons connected to the match.
Qualification	Games played to decide which teams can take part in a competition.
Rank	Placing in an event. Teams are ranked according to IHF rules.
Referee guidance	Advice and directions given to the referees by senior refereeing experts, mentors; or also the observer's assistance given for the referees during the game.
Referee observation	Officials monitoring the job done by the referees.
Right of participation	Condition under which a team are eligible to take part at an event.
Safety and security	Conditions to be guaranteed for those persons part of an event (teams, officials, representatives, etc.) to ensure safety.

EVENT MANAGEMENT

TERM	DEFINITION
Semi-finals	A stage in the competition where four teams remain; two games are played to determine which teams will play the final match (place 1/2) of a tournament or competition.
Smoking ban	Prohibition of smoking in an area, e.g. inside the sports halls.
Spectators	People watching the sports event inside the sports hall.
Supervision	Official control.
Team standings	Placement in order of achievement of the teams by points and goals.
Technical infrastructure	All the equipment guaranteed for a smooth organisation of a game or event, e.g. computers, loudspeakers, etc.
Technical meeting	An event preceding the match(es) where the officials and team officials check and agree on technical details, such as the clothing or the team lists, etc.
Tickets	Entry passes allowing the holder to take a seat in the spectators' area.
Training schedule	A document containing the times and locations of the training sessions for all the teams participating in of a competition.
Travel expenses	The travel costs of officials.
TV, radio, film, video, and advertising rights	Various legal entitlement, e.g. to broadcast the games in TV, to show pictures in print media, to broadcast the games on radio, or to place advertisement on and around the playing court.
Venue	The sports hall or arena where a match or competition takes place.
VIP area	An area or room separated for special guests, usually offering special hospitality services.
Visa costs	Costs of the permission to enter the country.
Younger age category	Competition targeted at players aged 19 (and below) for women, and aged 20 (and below) for men.

BEACH HANDBALL

TERM	DEFINITION
1-point-goal	A goal that is worth one point
2-point-goal	If a goal is scored in a spectacular manner, according to the definitions of the rules, an extra point is awarded, and the goal is scored with 2 points.
Spin shot (360°)	A shot taken with full turn of the body in the air.
6m penalty	If a clear scoring chance is irregularly prevented, the referees must award a 6m penalty. A player throws this penalty in a 1-on-1 situation against the goalkeeper from a standing position, positioned in front of the 6m line. Each goal from this action is a 2 point goal.
Block	A play action of a defender who blocks a ball thrown at the goal.
Coast-to-coast goal	A goal scored by a goalkeeper from within his own goal area. This goal is always a 2 point goal.
Creative shot	Having the ability or power to create; characterised by originality and expressiveness; imaginative (when leading to a goal, the goal is awarded with two points).
Diver block	A play action in which a defender blocks a ball thrown at the goal by jumping into his own goal area.
Golden goal	If the score is tied at the end of a set, play continues until the next goal is scored. The team that scores this goal wins the set.
In-flight goal	In an inflight action, an attacker catches the ball from a pass on the bounce and throws it at the goal before he/she lands. If this results in a goal, it is a 2 point goal.
Match point	A team gets one match point for winning a set. If the score is 1:1 after both sets, the team that wins the shoot-out gets another match point and wins 2:1.
Own goal	Player scores a goal registered against his own team, own goal is always awarded with one point.
Period, sets	The match consists of two periods/sets, where each period is calculated separately. For winning a period/set the winner gets one point. If each team wins one period, the match needs to be decided with a shoot-out.
Result	The result is always the described by the number of periods/sets won (2-0; 0-2; 2-1; 1-2)
Set	A match consists of 2 sets (each 10 minutes) which have the same playing time but are scored independently.
Shoot -out	The shoot-out is a deciding point in a match in which, an equal number of players from each side alternately take individual shots at the goal defended by the goalkeeper
Specialist	A player who wears the same-coloured shirt as the team's goalkeeper and can substitute for the goalkeeper in the offence. The specialist acts purely as an attacker, if the ball is lost, he/she substitutes for his/her goalkeeper. Each goal scored by this player is a 2 point goal.
Goalkeeper (Specialist in attack)	A player who is used exclusively in the defensive position of the goalkeeper. He/she wears a different coloured shirt than his or her own team.
Spectacular (goal)	Of the nature of a spectacle; impressive or sensational; thrilling in effect; a lavishly produced performance (a spectacular goal is awarded with two points.
Spin-shot	In the spin-shot action, an attacker with the ball makes a 360-degree turn in the air before throwing it at the goal. If this results in a goal, it is a 2 point goal.

ALTERNATIVE TERMS

TERM	DEFINITION
7m throw	Penalty shot
Centre back	Playmaker
Extended fast break	3 rd Wave
Front defender	Advanced Defender
Half defender	2nd Defender
Line player	Pivot
Middle defender	3 rd Defender
Outside defender	1 st Defender
Simple fast break	1 st Wave
Supported fast break	2nd Wave
To help / helping	Backing up / To Back Up
Triangle defence	Back court Assist