

SoccerCoachingInternational's Glossary of Soccer Terms

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1 + 1 (2 + 2, 3 + 3, etc.) - a training situation in which both sides have the given number of players and the coach makes suggestions as play continues

1 v 1 (2 v 2, 3 v 3, etc.) - a competition or game in which both sides have the given number of players

1-Man System - a system of refereeing in which a single official controls the game from within the field, without use of assistant referees

1-Touch - a style of play in which the ball is passed on or distributed without touching the ball more than once

12th Man - the fans, supporters, and crowd that helps the home team gain an advantage over the visiting team

18-Yard Box - (*British*) - the penalty area; the large box adjacent to the goal mouth, extending 18 yards out into the field from the goal line and 18 yards in each direction from the goal posts to towards the corners

2-Man System - a system of refereeing in which two officials control the game from the sidelines

2-on-1 Break - 2 attacking players breaking against 1 defensive player

2-Touch - a style of play in which the ball is passed on or distributed after only two touches

2-3-5 - formation featuring 2 fullbacks, 3 halfbacks and 5 forwards, developed by the British in the 1890's and used until the 1940s; also known as the Pyramid Formation

3 D's of Defense - deny, delay, and destroy

3-Touch - a style of play in which the ball is passed on or distributed after only three touches

3-on-1 Break - a break with 3 attacking players against only 1 defensive player

3-on-2 Break - a break with 3 attacking players against 2 defensive players

3-5-2 - a formation featuring a goalkeeper, a sweeper and two marking backs, five midfielders and two forwards

3-4-3 - a rarely played formation, most often employed when a team is behind in a game and needs a goal. It features a goalkeeper, 3 defenders, 4 midfielders and 3 forwards.

360 - (pronounced, "three-sixty") - a complete turn around

4-2-4 - a formation that consists of 4 defenders, 2 midfielders and 4 forwards. Made famous by the lightning-quick World Cup champion Brazilians in 1958. The two deep wing backs initiated attacks along the touchlines, transforming the team into 2-4-4.

4-3-3 - a formation that consists of 4 defenders, 3 midfielders and 3 forwards

4-4-2 - a formation that consists of 4 defenders, 4 midfielders and 2 forwards, one of the most popular formations currently used by teams

4-5-1 - a formation that consists of 4 defenders, 5 midfielders and 1 forward

50-50 Ball - a ball that neither attacker nor defender have an advantage of winning; a loose ball that both players have an opportunity to acquire

6-Yard Box - goal box - the small box adjacent to the goal mouth, extending 6 yards out into the field from the goal line and 6 yards in each direction from the goal posts to towards the corners

U8, U9, (etc.) - Not having achieved the designed age (e.g., 8, 9, etc.) before August 1 of the current year

A

Advantage - (1) when play is permitted to continue by the referee following an infraction but the team on whom the foul is committed maintains possession of the ball, and the official feels that the team which has been fouled would be punished further by stopping play; (2) when a team quickly advances the ball down the field in an attempt to get its players near the opponent's goal before the defenders have a chance to retreat; (3) where a team has possession of the ball and outnumbers the opposition near the opposing goal

Advantage Rule - a clause in the rules that directs the referee to refrain from stopping play for a foul if a stoppage would benefit the team that committed the violation.

Aerobic – with oxygen (with lots of breathing, over a relatively long period of time)

African - (*British*) a play in which the ball is passed on one side past an opponent with the passing player running around the other side of the opponent to retrieve the ball

Against the Run of Play - (1) describing a particular play or outcome occurring in favor of the less-dominant team (e.g., "They scored against the run of play."); (2) describing a counterattacking play launched by a defending team soon after it regains possession of the ball

Aggregate Goals - the total number of goals scored by a team from more than one match

Air Mail - (*British*) slang for a ball sent way over the head of an intended recipient

All Ball - a phrase meaning that a tackling player got the ball first and then tripped the opponent second, usually implying that the tackle was properly made. (Even "all ball" tackles can be whistled for dangerous play.)

Anaerobic – without oxygen (without breathing, over a relatively short period of time, such as less than 5 seconds)

Arc - the half-circle at the top of the penalty box; alternatively, the quarter-circle at each corner of the field in which the ball is placed for a corner kick

Area (The) - The penalty area (box), aka "The 18-yard box".

Assimilated - slang for *captured*, *picked-off*, or *intercepted* ("His pass was assimilated.")

Assignor (or Referee Assignor) - the person in charge of assigning officials to games

Assist - a pass to a teammate that ultimately results in a goal. One or two passes prior to a goal may be considered assists.

Assault – physical contact (direct or indirect), restraints, or threats thereof

Assist - the pass or passes that immediately precede a goal. Only the last pass or the last two passes can qualify as an assist to go in the record book.

Assistant Referee - One of the two game officials who work the sidelines. Previously referred to as "linesman."

Attack - an attempt to score

Attacker - (1) a player who is moving into position to score; (2) any player on the team that has possession of the ball

Attacking Cone - a (roughly) triangular portion of the field starting with where you are and pointing (with the apex) at the opponent's goal

Attacking Half - the half of the field containing the opponent's goal

Attacking Midfielder - the most forward-playing midfielder, playing right behind the forwards

Attacking Team - the team that has possession of the ball

Attacking Third - the third of the field containing the opponent's goal

"Away" - a command, as yelled by the goalkeeper meaning, "Clear the ball out of the area!"

Away (Game) - a game not played on a team's home field

Away Strip - the strip used for away games

B

Back - (1) fullback; (2) a communication term used by a supporting player to let the ball-handler know he/she has support from behind

"Back and Face" - a request to the advanced players (who have just lost possession) to get behind the ball, face the opponents, and play defensively

Back Door - the area on the opposite side of the goal mouth from where a cross or corner kick is taken

Back Four - a formation of deep defenders comprised of the left and right outside fullbacks and two other central defenders, often called a stopper and a sweeper. (Also, see "Flat Back Four".)

Back Header - a player's use of their head to direct the ball backwards.

Back of Square - a location just behind where a direct square ball would be passed

Back Pass - a pass made to a player behind

Back Post - (1) the post supporting the goal's crossbar that is farthest from the ball; (2) a position or location directly next to the post farthest from the ball; (3) a position or location that is directly in front of, but some distance removed, from the post farthest from the ball; (4) someplace in the general vicinity of the post farthest from the ball.

Back Swing - the distance a kicker brings their kicking foot behind himself before kicking the ball

Back Tackle - an attempt by a defender to take the ball away from a ball carrier by placing the defender's leg in front of the ball

Back-to-Goal - a stance or orientation where a player's back is towards the opponent's goal (i.e., the player is facing his/her own goal)

Back-to-Pressure - a stance or orientation where a player has turned so that his/her back is towards the nearest (usually, very near!) opponent

Bad Foot (Leg) - referring to the foot (leg) that is not dominant; weak foot (leg)

Balance - the positioning of players in such a manner that the team maintains its shape and effectiveness.

Ball Carrier - a player that has possession of the ball

Ball Denial - defensive player positioning in order to keep the ball away from an opposing player

Ball-Side - a location that is between the ball and another player

Ball-to-Hand - an unintentional handling of a ball by a player other than the goal-keeper in the penalty area

Ball Watchers - players that focus on the ball exclusively, losing track of attacking players and the movement of those attackers to get into position to receive the ball

Ball Watching - focusing on the ball, not opponents

Banana Kick - a kick (usually a long corner kick) that curves so much that the path takes the shape of a banana

Baseball Throw - a type of throw used by goalkeepers to move the ball over medium distances

Behind the Defender - the area between a defender and their goal

Bench - the area or structure in which the coach and substitutes remain during a game

Bend (Bending) Runs - runs made by players on the team with the ball that are not straight

Bend the Ball - make the ball curve (around a wall)

Bicycle Kick - a play made famous by Pele of the New York Cosmos (but invented in Chile) where a player kicks the ball in mid-air backwards and over their own head, usually making contact above waist level

Bifurcate – to separate into two (or more) groups

Bike - see "Bicycle Kick".

"Bite" - a phrase spoken by a supporting defender instructing the closest defender to strip the ball from an attacker

Blank (*v*) - to shut out the other team. ("Chelsea blanked Arsenal 2 to 0.")

Blast - a hard hit, quick paced shot

Blind Side - the side of the player away from the ball

Block Tackle - a way of tackling an opponent head-on and gaining possession of the ball while still standing

Blow (*n*) - a breather or chance to rest

Boil (*n*) - a condition of being effective. ("Jimmy has gone off the boil.")

Bolt - center back (archaic), which later evolved into a sweeper

Boom Ball - a derogatory term used to describe a style of soccer in which the players just kick the ball without any attempt to connect with anyone or anything.

"Boot It" - clearing the ball from danger by kicking it up field or out of bounds. The kick usually has no intended receiver and is usually done to relieve pressure in the goal area.

Usually yelled by parents (and, some coaches!) who believe that soccer is a game of boom ball and who get frantic during a game.

Break - when a team quickly advances the ball down the field in an attempt to get its players near the opponent's goal before the defenders have a chance to retreat.

Breakaway - when an attacker with the ball approaches the goal undefended; this exciting play pits a sole attacker against the goalkeeper in a one-on-one showdown

Build from the Back (to) - (1) to start an offensive play with the goalkeeper or defenders, who subsequently pass possession on to the midfielders, and finally to the forwards. (2) to select players (for a team or for a game) to ensure that the defense is exceedingly competent.

Bunker Defense - a defensive style of play used by weaker teams which puts the majority of a team behind the ball, making scoring by the opponents very difficult

By-Kick - (*Scottish*) - a kick taken from the by-line (i.e., a goal kick).

By-Line - the field boundary running across its width at each end; what Americans call the goal line. (An infrequent misuse, noted among television commentators, is to refer to the touch line (i.e., the sideline) as the by-line.)

C

Call - a decision made by the referee

Calling - communication on the field between teammates

Cap(s) - recognition earned by a player for each appearance in an international game for their country. In the "old" days (e.g., 1900), when a team would go (i.e., sail) to another country to play, the hosting team would give each member of the visiting team a brimmed hat as a symbol of goodwill. Today, caps are not exchanged, but the term "cap" continues to represent games against foreign teams, where you represent your country. There are no formal rules that say you must be playing on foreign soil when you represent your country or that you must be a member of the country's national team in order to get "capped". When used with youth teams, a cap is loosely interpreted as a game against a team from another country, regardless of the game location.

Captain - an individual, usually designated by an armband, that is usually selected by the coach to control the team, communicate with the game officials, and to represent the team at selected functions

Card; Carding a player - showing the card as symbol of booking

Carry - to dribble the ball

Catenaccio - (Italian for "chain") - A defensive playing style (formation, etc.) developed by the Italians, often using a sweeper, that gives up few goals while degrading the game to boredom.

Caught in Possession (being) - a situation where a ball handler is displaced of the ball after being stopping or being stopped

Caught Flat-Footed (being) - a situation where a defender is standing still or is too slow to react to a play because he/she was not mobile when the play began

Caught Square (being) - a situation where two players (e.g., backs) are equidistant from the goal (i.e., parallel with the goal line) and between which a through ball is passed or dribbler proceeds

Cauldron - (as in a witch's cauldron) - the turbulent area, replete with offensive and defensive players "bubbling" though it, in front of the goal. Also, see "Mixer".

Caution - A disciplinary action (yellow card) taken by the referee against a player or a coach for misconduct

Celebration (after a goal) - any action (removing one's jersey, running to the sidelines, doing a flip, or the entire team making a snake or chain) which is performed after the scoring of a goal

Center (to) - to pass the ball from a player located near the sideline towards the middle of the field

Center Circle - a circular marking with a 10-yard radius in the center of the field from which kickoffs are taken to start or restart the game

Center Forward - the middle forward (striker) in a three-across formation

Center Line - the line that divides the field in half along its width, parallel to the goals

Center Mark - the exact center of the field, on the half-way line, equidistant from the sides

Center Pass - to pass the ball from the sides to the center of the field

Center Referee (CR) - the official on the field in the Diagonal System of Control

Center Spot - the small mark inside the center circle that denotes the center of the field from which kickoffs are taken to start or restart the game.

Central Defender - a player who guards the area directly in front of their own goal in a zone defense

Central Forward - a team's most powerful and best-scoring forward who plays towards the center of the field

Central Midfielder - the midfielder most responsible for organizing play in the midfield area

Ceremonial Free Kick (or Ceremonial Restart) - a free kick or other restart for which the referee has instructed the players to wait for his signal before taking the restart. Often used in free kick situations when the referee has to manage the setting of the defensive wall at the minimum distance.

Certification - a credentialing process whereby a coach or referee is given formal recognition and credit for having achieved some level of training

Chaining - combining several moves, steps, procedures, or actions into a larger, more complex action

Challenge - an attempt to strip an opponent of the ball

Championship Game - final game used to determine the overall winners

Change of Pace Move - a move in which the speed of play (e.g., dribble) is varied between fast and slow (or, stopped)

Channel - (1) (*as a verb*) to guide, drive, or force a dribbler to the outside or another location more advantageous to the defense; (2) (*as a noun*) an imaginary alley or lane running lengthwise through the field to which a player confines him/herself

Charge (to) - to make contact with an opponent

Charging - a method of unbalancing (using one's shoulder and arm) the player who has possession or is attempting to gain possession of the ball

Check (Run) - a run towards, away from the ball handler, or both made to receive the ball

Check Away - a movement away from the ball handler

Check To - a movement towards the ball handler

Cheeky - (*British*) risky and technically difficult (move or play)

Chest Trap - use of a player's chest to slow down and control an air ball

Chip - a high soft kick used to lift a ball over another player's heads

Chip Pass - a pass lofted into the air from a player to a teammate

Chip Shot - a kick lofted into the air to try to sail the ball over the goalkeeper's head and still make it under the crossbar into the goal

Chop - a rapid, powerful redirection of the ball with the foot; more forceful than a cut

Chunking - the awareness of other players existence and positions; vision

Classic soccer - a classification used in youth soccer synonymous with "competitive soccer" or "select soccer", to distinguish it from "recreational soccer"

Clear (Clearing) (*v*) - the action of moving the ball out of the vicinity of one's own goal area by throwing (goalkeeper only) or kicking it (generally up the sideline or out of play)

Clearance - A ball that is kicked rapidly away from the danger area

Cleats - (1) the metal, plastic or rubber points in the bottom of a soccer shoe used to provide a player with traction; (2) the shoes themselves

Climb the ladder - jumping up very high to head the ball

Clinic (putting on) - "Putting on a [scoring] clinic" during a game implies that there was a notable difference in skill or performance between one team, and that the winning team dominated.

Clinical Goal - a textbook goal scored that was shot and scored perfectly

Clogged Midfield - when the defense has made it virtually impossible for the offense to attack up the middle of the field by sheer numbers and high pressure

Close Down (to) - to pressure the player with the ball immediately by getting as close as possible, without letting the attacker get past

Club Lines(man; person) – an individual (e.g., parent) related to one of the players by blood, marriage, or association that has come to watch a game and who is subsequently “drafted” to serve as an AR in the game

Coachable Moment - a quick freeze of the action during a drill

Coat of Arms - a collection of heraldic symbols (e.g., a shield, crest, helm, etc.) used to identify a soccer club or team

Coerver Method - Dutch coach Weil Coerver's philosophy of soccer moves and total soccer concepts that rely on repetition to develop footwork and ball handling skills

Coin Toss - a method used by the referee to determine which of two teams kicks off and the respective directions of the two teams

Collecting - the technique of catching a soccer ball with some part of the body and bringing it under control

Comeback Win - (1) a game victory that comes only after previous losses, and sufficient to prevent relegation or being dropped from the competition, or (2) a game victory in a home-away pair of games with a single opponent that comes after previously having lost the first game

Combination (Play) - a play in which two or more members of the same team pass the ball amongst themselves

Come off (your man) - getting away from the opponent marking you

Commit - to decide (usually, unconsciously) on a direction or action, followed by action

Commit the opponent - inducting an opponent to commit to a (wrong) direction of motion or action by use of a move or feint

Committee - a group of players in one place, as in "On the free kick, a committee formed around the ball to shield it from the goalkeeper."

Concentrate - (v) to place more players in a particular location

Cool-Down – a low-energy workout following a period of high intensity (e.g., a game) that is designed to increase the subsequent recovery rate of the players

Compress (v) - the process of defensive players (and, a majority of the team) coming closer around an attacking player, reducing the area in which attacking forwards can move without being offside.

Cone - (slang) a useless player on the field

Consolation Match - a tournament game played between the losers of the 2 semifinal matches to determine the third-place team

Contain (to) - to slow down an attacker in order to get adequate defense in place; to not permit an attacker to get by you

Copa America - one of the oldest international soccer events, the Copa America pits the national soccer teams of the CONMEBOL; first held in 1917 and has been played at least every four years but often special editions are scheduled in off years; the tournament takes place in a host country

Copa Libertadores - a club competition that matches the winners of the 10 South America soccer associations; the tournament began in 1960 but has undergone several format changes

Corner Arc - a quarter-circle with a radius of 1 yard located at each of the 4 corners of the field; on a corner kick, the ball must be kicked from inside this arc

Corner Flag - the flag located at each of the 4 corners of the field, inside the corner area

Corner Kick - a direct free kick taken by an attacking player from the corner of the defending team's end of the field in an attempt to score

Counterattack - an attack launched by a defending team soon after it regains possession of the ball

Cover - (i) defensive support, usually from behind; (ii) the word a supporting player calls to a player ahead indicating support from behind; (iii) the act of supporting a player nearby.

Crank it - strike the ball sharply, smartly, and strongly

Create space - move into a new area, sometimes taking opponents with you, allowing a teammate to use the open space just vacated. (Space can also be created for yourself by moving away from an opponents or teammate.

Crafty Play - starting a play that many players and spectators would not have thought of

Creating Space - a player creates space by drawing an opponent away from his/her teammates or away from the area that is wanted open

Creative Midfielder - the central midfielder responsible for creating scoring opportunities for the attackers and other players

Creative Play - a play that many players and spectators would not have thought of

Cross - a kick into the middle of the goal box, a pass from an attacking player near the sideline to a teammate in the middle or opposite side of the field

Cross Fields - an offensive movement of the ball from one side of the field to the other, to set up an open attack on the other side of the field

Crossbar - the horizontal beam that forms the top of a goal and sits on top of the two posts

Crossing Pass - a kick into the middle of the goal box, a pass from an attacking player near the sideline to a teammate in the middle or opposite side of the field

Cruyff (Turn) - a footwork move named after Dutch player Johann Cruyff who used it in the early 1970's with great success

Crossover Runs - a series of runs, typically performed by two outside forwards, wherein players simultaneously exchange sides of the field

Cuauteminha (Cuauhteminha) - a ball trick introduced at World Cup France '98 by (and, named after) Cuauhtemoc Blanco (Mexico) in which the dribbler jumps over intended tacklers with the ball trapped between his/her own feet.

Curving the ball - kicking the ball so it curves as it travels through the air

Cut - a small change of direction while carrying the ball, less dramatic than a chop

Cut Back - dribbling the ball backwards, away the goal, in an attempt to keep possession of the ball

Cut Down the Angle - movement by the goalkeeper coming out of the goal several feet to make him/herself closer and larger to an attacker, leaving the attacker less open net to shoot at

Cut Off - when a defensive player keeps his/her body between an attacker and the defender's goal, forcing the attacker out towards the sidelines, making the attacker less dangerous

Cut Off the Line - a defensive tactic against teams that throw "down the line" on throw-ins

D

Dangerous Play - when a player attempts a play that the referee considers dangerous to that player or others

Dead Ball – stationary (stopped) ball after the official signals an infraction, and requiring a restart such as a free kick or corner kick

Deadening the Ball - a method of taking away the ball's momentum and making it easier to control; stopping the ball against a part of the body when it comes to a player

Deck - the packet of cards (i.e., the red and yellow cards) that the referee carries in his pocket during a game

Decoy Run - creating a diversion for your teammate by running off the ball

Dee - the curved arc (of 10 yard radius) just outside the 18-yard box, used to "restrain" attacking players during prior to the taking of a penalty kick. Also, see "Penalty Arc."

Deep - close to the penalty area or goal (e.g., "The ball was kicked deep into the opponent's field of play.")

Defender - a player who functions primarily in the defensive third of the field and whose major role is to repel attacks on the goal by the opposing team

Defending Team - the team that does not have possession of the ball

Defense - a team's function of preventing the opposition from scoring

Defensemen - the 3 or 4 players on a team whose primary task is to stop the opposition from scoring

Defensive Midfielder - the player positioned just in front of their team's defense

Defensive Pressure - close marking by a defender

Defensive Stance - Defensive positioning in which a defender stays an arm's length from the ball handler, knees bent and weight on the balls of the feet

Defensive Third - The third of the field closest to one's own goal

Deflection - the ricochet of a ball after it hits a player (including the goalkeeper) or a referee

Delaying - a defensive tactic which allows members of one team to get into a stronger position which may stop the attack from getting any farther

Depth - a defensive methodology in which two or more players support each other and form successive "layers" through which an attack must penetrate

Derby - (as used in soccer) an encounter, contest, fight, or game against a longtime rival (e.g., Manchester City v. Manchester United). Pronounced "darby" by the British.

Diagonal Run - a run made diagonally across the field, usually without the ball

Diagonal System of Control (DSC) - 3-man officiating system with a center referee and two assistant referees (linesmen). The Center Referee usually moves in a diagonal fashion across the field while moving from end to end.

Dicked (to be) - (*British; slang*) - to lose a game with a very mismatched score (e.g., 15-0)

Direct Free Kick - a free kick that is awarded for substantial infractions of the laws of the game

Dispossess (to) - to take the ball away from a player

Dissent - Disagreement with a decision made by the referee

Distribute - (as referring to the goalkeeper) - to give the ball to another teammate

Distribution - (as referring to the goalkeeper) - the act of giving the ball to another teammate

Dive (to) - to fall to the ground, sometimes feigning injury, in an effort to draw a foul or penalty kick on an adjacent player

Dive in (to) - approaching an opponent rapidly without slowing down, usually resulting in the opponent side-stepping and easily avoiding the approach

Diving Header - a ball struck near ground level by the head of a diving player

Dominant Foot - the foot that a player tends to be a stronger kicker with

Double Pass - when the ball is passed to a player (player "B", usually with his/her back to the goal), then is passed back to the original player "A", then player "B" rolls behind his mark and receives a pass back from player "A".

Down the Line - a throw-in tactic meaning to throw the ball close to the touch line toward the opponent's goal rather than toward the center of the field

Downfield - towards the opponents' goal

Drag (the ball) - to move the ball while keeping one's foot on it, typically performed with the sole of the boot

Draw - a game that ends with a tied score

Dribble - running with the ball at the feet and playing it on every step or every other step

Dribbler - a player who advances the ball while controlling it with the feet

Drill It (to) - to send a powerfully-hit ball

Drive - a low, hard shot, usually made with the laces

Driving - playing the ball well forward and running after it

Drop - (*n*) a soft one-touch pass to a teammate; usually backwards in negative space, for them to possess or shoot

Drop; Drop and Mark; Drop in - (*v*) to move back in a defensive position so as to get behind the ball or dribbler

Drop(ped) Ball - a method of restarting a game where the referee drops the ball between 2 players facing each other

Drop Kick - when a goalkeeper drops the ball from their hands and kicks it before it hits the ground

Drop Off (to) - to increase the distance from a marked player

Drop Pass - a pass to a player behind, usually made by stopping or back-heeling the ball

Duration (full) - Two halves, 45 minutes each

Dummy (*n*) - a faked reception of an incoming ball that allows the ball to travel further onward to another player

Dummy Run - see "Decoy Run"

Dummy You, to (*v*) - to fake you out

Dynasty - a program that keeps winning season after season

E

Early Ball - a ball that is played quickly (e.g., at first opportunity) into a position for a teammate to pick up

Early Service - to cross or pass the ball into the 18-yard box too quickly

Ejection - An act (of showing the red card and requiring leaving the field) taken by the referee against a player who has committed a serious offense.

Elite - an adjective used by soccer clubs to indicate position in a hierarchy of skill levels. Actual position depends on club usage (e.g., "premier, elite, and select teams")

Empty Net - a goal without a keeper in front of it

Encroaching - being too close (e.g., less than 10 yards) from the kicker on a free kick, goal kick, penalty kick, or corner kick

End Line - the field boundary (goal line) running along its width at each end

Enforcer - a brutal player, usually a back or midfielder, who fouls, intimidates, and retaliates on behalf of his/her team

Engine Room - a nickname for a creative midfielder

Entry Pass - through pass

Equalizer - a tying goal

Escort - a defensive move based on an attacker's own momentum and absence of options to "escort" the attacker out of bounds

European Champions League - a competition in addition to the UEFA Cup which matches clubs which won their national leagues in a head-to-head, home-and-away tournament; the 32 invited teams have won the season title in a top European league; the league is an elimination tournament and is played in addition to the regular league schedule.

European Cup - UEFA sanctioned competition which occurs every four years between World Cup finals; field includes national teams from throughout Europe; first held in 1960

Extra Time - the additional two periods each of 15 minutes of play and prior to any sudden-death periods added to a game that has ended in a tie but must result in a winner. Not to be confused with "Stoppage Time". See, also, "Overtime" and "Injury Time".

Eye Save - a (derogatory) description of a goal scored in which the goalkeeper doesn't move but merely watches the ball go into the net

Eyebrow - (*British*) a flick-on header, commonly of a corner kick by a player at the near post (e.g., "give it the eyebrows")

F

Face up (to) - to approach the defending player head-on (Usually paired with "...and take on.")

Fake - (*n*) a move by a player meant to deceive an opposing player; (*v*) to do a faking move

Far and Wide - spread out using the width and length of the field

Far Post - the goal post farthest from the ball

Fast Break - a quick advancing of the ball down the field in an attempt to get its players near the opponent's goal before the defenders have a chance to retreat

Feint - (*n*) a move by a player meant to deceive an opposing player; (*v*) to do a feinting move

Field - the rectangular area where soccer matches are played

Field Goal - (*British; slang*) a ball hit well over the cross bar

Field Players - any of the 11 players on the field except a goalkeeper

FC - common abbreviation for Football (or Futbol) Club. Example: "Strikers FC"

FIFA (Federation Internationale de Football Association) - world governing body of soccer, founded in 1904 and based in Zurich, Switzerland

Filling In - temporarily covering a teammate's position

Finish - (a) to complete an offensive play with a shot on goal; (b) to place a ball on frame or to score with a little more thought, accuracy, and technique than 'merely' shooting

Finisher - a striker who has the ability to "put away" or score on the opportunities given

First Attacker - the player with the ball

First Defender - the defender closest to the first attacker

First Time Ball - passing a ball without stopping or controlling it first

First Touch - shooting a ball without stopping or controlling it first

Fixture - (*British*) a game; also, see "Match".

Flags - the flags that are placed at the four corners of the field marking the corners of the field

Flanks - the outer sides of the fields; same as "wings"

Flat (getting caught, or "we were") - a situation wherein the defensive players are arranged in a line laterally across the field, allowing a ball to be played between them, and with the subsequent run-through of an attacker.

Flat Back (Four) - the positioning of the last (four) defenders in a line across the field, so that they are able to move up and back in unison in order to take advantage of the offside rule

Flats - soccer footwear without cleats or studs, generally used for indoor soccer or training

Flick (-on) - a quick touch of a ball already moving in a particular direction, generally performed with the head or foot, which increases its range and/or elevation without changing the direction significantly

Flight - (tournament play) the group of teams that play each other in preliminary games

Flighted Ball - a ball that sails through the air over everyone else

Flip Throw-In - a (legal) throw-in in which the player essentially does a forward roll before ending up on his/her feet and releasing the ball

Follow (to) - to follow in the direction of one's own shot or pass in order to be ready for another touch on the ball

Follow Through - the motion of a player's foot in the direction of the ball after it has been kicked

Foot Trap - a player's use of the foot to control ball

Forfeit - a match result in which one team is granted a loss by virtue of nonparticipation or violation of some other administrative rule

Formation - the arrangement into positions of players on the field

Forward - a player that is responsible for most of a team's scoring

Forward Line - the group of forwards who work together to try and score goals

Forward Pass - a pass made towards the opposition's goal

Foul - a violation of the rules for which an official assesses a free kick

Foul Throw - an illegal throw-in

Fourth Official - An official (i.e., referee) in FIFA and other competitions with responsibility for admitting substitutes to the field and maintaining decorum in the coaching area

Frame - (1) the mouth of the goal (e.g., "The shot was on-frame."); (2) less frequently, the actual goalposts and crossbar (e.g., "The shot rebounded off the frame.")

Free Kick - a kick awarded to a player for a foul committed by the opposition

Friendly - (*British*) a match that does not count in official standings

Front Foot - Abbreviation for "front of the foot"; the laces area on top of the foot just above the little toes

Front Header - the striking of a ball by a player's forehead

Front Post - (1) the post supporting the goal's crossbar that is closest to the ball; (2) a position or location directly next to the post closest to the ball; (3) a position or location that is directly in front of, but some distance removed, from the post closest to the ball; (4) someplace in the general vicinity of the post closest to the ball.

Front Runner - an attacking player who often waits up field and acts as a target player

Front Tackle - an attempt by a defender to kick the ball away from an attacker by approaching from the front

Fullback - a player who's predominant area of responsibility is in the back of the team formation

Funnel - an imaginary funnel shape on the field with the wide portion of the funnel originating at the points where the mid-field line meets the touch-lines and the narrow end of the funnel pouring into the mouth of the defending goal

Futsal - Only FIFA-approved version of indoor soccer. Played 5v5 on a hard surface with a low-bounce ball.

G

Get a Piece (of him/her) - intentional or unintentional contact, usually slight, causing a stumble or fall

Ghost - (*British*) - an extra defensive player with no specific side or position and that just wanders around the field

Give and Go (Pass) - a pass where one player gives the ball to a nearby teammate and then sprints forward to open space to receive a pass in return (Same as "One-Two.")

Gloves - what a goalkeeper wears on his/her hands in order to improve the ability to catch balls; what a field player wears on his/her hands in order to keep the hands warm or to improve the ability to handle balls on throw-ins

Go-Ahead Goal - a goal that breaks a tie

Go to ground - fall down

“Go-To” Person (Player) - a particular player to whom other teammates try to give the ball

Goal - The actual structure consisting of two goal posts and a crossbar; a ball that crosses the goal line between the goalposts and below the crossbar for which a point is awarded

Goal Area - the rectangular area 20 yards wide by 6 yards deep in front of each goal from which all goal kicks are taken

Goal Box - the rectangular area 20 yards wide by 6 yards deep in front of each goal from which all goal kicks are taken

Goal Kick - a type of restart used when the ball goes over the end line (but, not into the goal) and is last touched by the attacking team, and where the ball is kicked from a stationary position from inside the goal area away from the goal

Goal Line - the field boundary running along its width at each end

Goal Poacher - an attacker that usually roams around the penalty box and attempts to put away loose balls and sloppy passes and to use other non-traditional ways of scoring

Goalie - goalkeeper

Goalkeeper - the player positioned directly in front of the goal who tries to prevent shots from getting into the net; the only player able to use his/her hands on the field

Goalmouth - the front opening of each goal where the ball may enter

Goalposts - the two vertical posts located 24 feet apart which extend 8 feet high to form the sides of a goal and support the crossbar

Goals Against – number of goals scored against your team

Goals-Against-Average - The average number of goals that a goalkeeper (or, less frequently, a team) allows per game

Goals For – number of goals scored by your team

Goalside - a location that is closer to one's own goal than another player (e.g., an opponent); between an opponent and one's own goal

Going in the Book - receiving a yellow or red card (“Her name is going in the book.”)

Golden Goal - where a game ends with the scoring of a goal in overtime rather than by the expiration of an extra time period. (Same as "Sudden Death.")

Good Ball - a good pass to a teammate

Good Job - a move, activity, or play that is performed correctly

Good Out - (*British*) a ball that is cleared well by a defender

Good Up - description of a head ball, either properly attempted or properly executed

Goldenrod – the official team roster, usually printed by league registrars on goldenrod-colored paper

Grass Cutter - a shot that either barely skims the field or bounces on it's way to the goal

Guard – See “Mark”. (The term “guard” is not commonly used in soccer as a noun.)

Gun-Battle Straight - slang for *direct* ("His shot was gun-battle straight, right to the keeper.")

Gut - the center lane up the field, as in "He made a run down [up] the gut."

H

Hack - a player that fouls profusely

Hacking - kicking an opponent's legs

Half - one of the two 45 minute periods in a 90 minute match;

Half Line - the line across the middle of the field, dividing it in half

Half-Time - a period of rest between the two halves of the game

Half Volley - kicking the ball just as it rebounds off the ground

Half-way line - see "Half-Line"

Halfback - another name for a midfielder

Halftime - the intermission time between the 2 periods or halves of a game

Halves - the segments of time into which a game is divided

Hand Playing the Ball - See "Hand to Ball"

Hand to Ball - the deliberate handling of a ball by a player other than the goalkeeper

Handball - illegally touching the ball with the hands or arms

Handle (the Ball) - to intentionally touch or pick up the ball

"Handle" the Situation (to) - a polite way for a game commentator to say that one player pushed another with his/her hand

Handling - touching the ball (illegally) with the hands during play

Hard Tackle - a rough (but, legal) tackle

Hat Trick - 3 or more goals scored in a game by a single player

Have it; Have one; Have a go with it - shoot the ball

Head (to) - to strike the ball with one's head

Head ball - see "Header"

Head Shot - see "Header"

Head-to-Head Record - the record (i.e., outcome) of the (usually, most recent) game between two teams; often used to break ties in tournament standings

Header - the striking of a ball in the air by a player's head

Header on (v) - to flick the ball on in the same general direction that it was already traveling

Heel - (1) (v) to use one's heel to pass the ball behind oneself; (2) a command from the person behind the ball handler

"Heels on the Line (I want your...)" - a reminder by coaches to their midfielders to remain wide

Hips Open - the "hips open" position allows a player to see the whole field

Hit the deck (to) - to fall down

Hit the nail on the head - strike the ball squarely

"Hold" - an instruction or request asking a teammate to hold the ball until one has moved into a new position

Holding - preventing the movement of a player by obstructing with the hands or grabbing parts of the uniform

Home strip - the uniform set worn for home games

Home (game) - a game played at one's own (home) field

Home and Home - two games played in sequence between opponents, each at one team's home field

Home Team - the team associated with the field at which the game is being played

Home-Towned (to be) - to be given unfair treatment by a referee from the home team's locale

Hook - a curved trajectory of a ball due to spin imparted on it by a kicker, such as in a banana kick

Hook Run - a run in which the runner changes direction approximately 180 degrees

Hook Turn - a technique for stopping and changing the direction of a ball by reaching out and catching it with the outside of the foot whose toes have been curled upward and back (e.g., in the shape of a hook)

Hop (Hopped, Hopping) Pass - a pass in which the ball is chipped slightly or otherwise induced to pop off the ground enough to get over an opponents leg or foot

Hospital Ball - a pass from one teammate to another that should be crisp but instead is too soft. This results in a 50-50 ball that can be challenged, possibly causing injury to the receiver when he/she has to fight off an opponent.

Hospital Pass - a (poorly-made) pass that could result in an injury to the receiver because it is made in such a way or to such a position as to create a race or contest with an opponent

I

Illegal Slide Tackle - a tackle from the front "cleats up" and almost any tackle from the rear

Illegal Throw - in violation of legal throw-in requirements

In Bounds - when a ball is within the boundaries of the field

In Play - when a ball is within the boundaries of the field and play has not been stopped by the referee

Incidental contact - Contact, even when resulting in a trip, fall, handling, or injury, that was not intentional or severe enough for the referee for call

Indirect Free Kick - a free kick that is awarded for other less-serious fouls, requiring two players (of either team) to touch the ball before a goal can be scored

Injury Time - see (same as) "Stoppage Time".

Inside (location) - a location closer to the middle of the field and farther from the sidelines

Instep - The top part of the foot where most of the boot laces are

Insurance Kick - a kick of the ball into the goal after the ball has already gone in and popped out

In(to) Space - in(to) an area of the field not occupied by other players

In(to) Touch – outside the limits of the lined field (the ball may be touched with the hands)

Instep - the top part of the foot where the shoelaces are

Instep Drive - a straight shot taken with the instep of a player's foot

Instep Pass - a pass made by striking the ball with the instep

In-Swerve - see "In-Swinger"

In-Swinger - a ball that curves in toward the goal

Interception - cutting off a pass intended from one opponent to another

International - a match between two national teams

International Player - a player selected to play for his/her country's national team. Every game the "international" plays earns him/herself a cap.

Inverted - reversed in usual orientation (e.g., an "inverted forward" might be play slightly behind the other forwards; alternatively, an "inverted V" formation would have one player forward with two adjacent players back)

J

Jailbreak (slang) - a fast breakaway

Javelin (Throw) - a method used by the goalkeeper to distribute the ball over a long distance

Jersey - the shirt part of the strip

Jockeying (a player) - shepherding or guiding a player into a less-dangerous location

Jockeying (for position) - getting in the way of an opponent, no matter where the opponent goes

Juggling - keeping a ball in the air with any part of the body besides the hands or arms

Jump Kick - a kick in which the player and ball are both off the ground

K

Karaoke - moving sideways quickly by crossing over one's legs

Keep the shape - maintaining the desired playing formation (e.g., 4-4-2) though not necessarily the exact assignments

"Keeper's in Charge" - Phrase meaning that the goalkeeper has the responsibility and authority to communicate to all defenders on corner kicks and throw-ins deep in their own territory as to who is to mark which opponent

Kickball - a derogatory term describing a style of play in which players merely kick the ball around, without attempting to pass to teammate or create combinations

Kicking - a foul wherein one player uses his/her foot to kick an opponent

Kickoff - the kick that begins the game at each half and restarts play after a goal is scored

Killer pass - a pass that sets up the receiver particularly well

Kit - (*British*) a uniform consisting of jersey, shorts, and socks

L

Laces - the top portion (instep) of the foot or boot

Lack of Shape - a condition of a team that is poorly organized and not aligned well

Last Defender - the last opponent (not necessarily a back) between an attacker and the goal

Late Tackle - a foul that occurs when a player tackles an opponent who has already passed the ball away

Lawn Mower - a shot that barely skims the field or bounces on it's way to the goal

Lay Off - a soft one-touch pass to a teammate on the side

Lead(ing) Pass - a pass sent ahead of a moving teammate, into space, paced to arrive at a location at the same time the teammate does

"Leave (it)" - an instruction or request to a teammate not to touch the ball

Legal Slide tackle - tackle where the defender gets all or most of the ball from the attacker

Legal Throw-In - a throw-in made with both hands and in accordance with the laws of the game

Leg - one of multiple match days of a round of play

Libero - (*Italian for "free player"*) sweeper or stopper who may go forward to support the attack

"Line" - phrase said to a player to deliver the ball to or down the touchline

Line of Recovery - the path a player runs in order to return to position (e.g., to get goal side of an opponent)

Linesman - assistant referee

Link (v) ("Link with another player.") - complete a pass

Linkman - another name for a midfielder

Lob - a high, soft kick, lifting the ball over another player's heads

Lock In - a defensive tactic where defenders double team an attacker along the touchline

Lock On - a defensive tactic where a defender picks up an attacker and marks very tightly

Loft - a high-arcing kick

Lofted Drive - see "Lofted Pass"

Lofted Pass - a pass used to kick the ball through the air over long distances

Long Ball - (1) a long pass, as from the backs to the forwards, bypassing many players on the field; (2) a style of play using long passes up the field, popular in England and other countries where poor field conditions often prevent creative dribbling

Long Corner - a corner kick all the way into the goal box

M

"Man Coming" - the call a player makes to a teammate who is closely marked by an opposing player but may not be aware of it

Man Down - playing with one less player than the opponents

"Man On" - the call a player makes to a teammate who is closely marked by an opposing player but may not be aware of it

Man-to-Man - a type of defense where each defender is assigned to mark a different forward from the other team

Man up - playing with one more player than the opponents

Mark (to) - to cover an opponent with or without the ball and to prevent them from passing, receiving or shooting the ball

Mark - to "guard" and prevent a player from doing anything useful by staying with the player, usually by placing one's self between the player and one's own goal

Marking back - a back whose responsibility is to stay with one of the attacking team's forwards

Measuring - analyzing and understanding the opposition's playing patterns in a man-to-man system

Meeting of the Minds - any unintentional, but painful nevertheless, head-to-head contact

Micro-soccer - a simplified format using small fields and (generally) less than 5 players a-side, used for very young players

Mid - short for midfielder

Middle Third - an area centered on the half-way line that extends partway (1/6, to be exact) along the touch line towards both goals

Midfield - the region of the field near the midfield line

Midfield Anchor - the player positioned just in front of their team's defense

Midfield Line - a line that divides the field in half along its width

Midfielder - a player who functions primarily in the center (neutral) third of the field

"Mine" - phrase that signifies a player has intention of gaining possession of a loose ball

Misconduct - violation of the laws of the game resulting in either a caution or send-off

Miskick - to kick the ball poorly, usually off-center, sending it errantly

Mismatch - a condition where an offensive player is far superior to the marking defender

Missile - a very hard hit shot from far out that has nearly no arc and no dip and goes straight

Mix (a) see "Mixer"; (b) game (e.g., "Throw him into the mix." means 'Substitute him into the game.')

Mobility - ability to move around, usually off the ball

Molly - a unit of distance, approximately 4 feet, named after the sweet little girl who was that height when she was 8

Money Move - the move that a player uses (a) when the chips are down; (b) most easily and automatically; most successfully. (See, also, "Signature Move.")

Move - a use of fancy footwork, a way of maneuvering around an opponent. (See specific move type.)

Mugged - when an attacker has the ball at his/her feet taken away by the defender

N

Narrowing the Angle - moving towards a shooter to reduce the target area (angle) of the goal

National Team - a team consisting of the best players in a country chosen to represent it in international competitions such as the World Cup

Near Post - the goal post nearest to the ball

Negative Space - the area that is in the reverse of the attacking direction

Nobody there - a description of the situation when a pass is made that was not anticipated by any potential receivers

Numbers Down - a numerical disadvantage

Numbers Up - numerical advantage

Nutmeg (to) - to pass the ball through the legs of a defender or goalkeeper

O

Obstruction - when a defensive player illegally uses his/her body to prevent an offensive player from playing the ball

Off His (the) Line - a term to describe the position of the goalkeeper away from the goal line

Off the Ball - away from or without the ball

Off the Ball Movement - movement when not in possession of the ball

Offense - the function of trying to score goals against the other team

Offensive Player - any player on the team that has possession of the ball

Offensive Team - the team that has possession of the ball

Officials - the referee and 2 linesmen who work together to make sure the game is played according to the laws of the game

Offside (Infraction) - a violation called when a player in an offside position receives a pass from a teammate (requiring more than merely being in an offside position) or otherwise interferes with a play

Offside Position - an attacking player positioned so that fewer than 2 opposing defensive players (usually the goalie and 1 other defender) are between them and the goal they are attacking

Offside Trap - a play by the defense to catch the attacking team offside

Off-the-Ball Foul – a foul committed while neither player has the ball

Off-the-Ball Run – a run made by a player who does not have the ball

On - see "Onside"

On the Ball - with possession of the ball

On Frame - see "On Goal"

On Goal - a shot that will enter the net unless stopped

On Target - see "On Goal"

On-ball player - see "First Attacker"

"One More" - an instruction or request by a passer to a teammate to let the ball continue on to another (i.e., a third) player

One-Time - see "One-Touch"

One-Touch Pass - passing a ball without first stopping or controlling it

One-Two - see "Give and go"

Onside - the opposite of offside; not offside

Open - describes an attacking player who does not have anyone marking them

Open Space - the area on the field that is not occupied by any player

Open Up (the field) - to increase the separation between teammates

Oscar - a term referring to a player who greatly exaggerates an injury (e.g., "give him an Oscar for that performance)

"Out" - phrase used to tell defenders to move away from the goal line

Out of Bounds - when a ball is wholly outside the boundaries of the field

Out of Play - when a ball is wholly outside the boundaries of the field or play has been stopped by the referee. See also In Touch and Out of Bounds.

Out of Touch - a misuse of the term "touch" intended to mean that the ball has gone out of bounds. When the ball goes outside of the field of play, it may be picked up (i.e., touched) with the hands in order to restart with a throw-in. The ball has gone "into touch". "Out of touch" would refer to the ball inside the field, during play.

Out-Swerve - see "Out-Swinger"

Out-Swinger - a ball that is curving out away from the goal mouth, usually made from a corner kick

Outlet Pass - when a goalkeeper or defender passes the ball from close to their own goal toward the other team's goal to start a counterattack

Outside (location) - a location closer to the sidelines and farther from the middle of the field

Over it (as in, "She is standing over it.") - Ready, or in a position, to take a free kick

Over the top - a strategy of sending long, high balls into the attacking third and behind the opponents' fullbacks (i.e., long-ball)

Overhit - kick the ball too far or too hard

Overlap - when a player comes from behind and gets in front of a player (generally with the ball) from his/her own team

Overload - a situation in which one team has a subsequent numerical advantage

Overtime - This is not a valid soccer term. See "Extra Time" and "Stoppage Time".

Own Goal - a goal scored when a player accidentally puts the ball in his/her own goal

P

Pace - speed (usually refers to the speed of the ball, not a player)

Packed Defense - a defensive formation, which puts the majority of a team behind the ball

Parry - (*v*) to knock or push the ball away in a controlled or directed manner; (*n*) a controlled redirection of the ball by the goalkeeper

Pass - (*v*) to give the ball to another player in a controlled, considerate manner; (*n*) the transfer of the ball from one player to another in a controlled, considerate manner

Pass Into Space - a pass sent ahead of a moving teammate

Passing - kicking the ball to a teammate

Passive Offside - being in an offside position but not being involved in or interfering with or gaining an advantage

Payback - retribution; a slang term used to describe physical contact with an opponent who has previously committed an unfair or violent infraction against another player

Penalty - a punishment given by the referee for a violation of the rules

Penalty Arc - a circular arc whose center is the penalty spot and extends from the top of the penalty area

Penalty Area - a rectangular area 44 yards wide by 18 yards deep with its long edge on the goal line

Penalty Box - (*British*) - the penalty area

Penalty Kick - awarded to the attacking team if the defending team commits a direct free kick violation within the penalty area

Penalty Mark - a mark on the field from which penalty kicks are taken

Penalty Shot - a kick taken from the penalty spot by a player against the opposing goalkeeper

Penalty Spot - the small circular spot located 12 yards in front of the center of the goal line from which all penalty kicks are taken

Penetrate (to) - to advance the ball behind opposing defenders

Pick off - (v) to intercept or take over a ball that was passed by an opponent (i.e., as in a turn over in possession)

Pick-Up Throw-In (named after Kim Pickup from Santa Clara University who, although not the originator of the flip throw-in, did it so successfully and frequently that the general public came to associate it with her) - see "Flip Throw-In"

Picking (his/her) pocket - taking the ball away from another player in a very skillful manner

Piece - (1) preplanned play; (2) See "Get a Piece (of him/her)"

Pinafore (Pinny; Pinney) - a colored bib worn in practice by players to distinguish each team

Play(ing) Direct - (a) moving the ball down the middle of the field (as opposed to down the wings); (b) dribbling straight at opponents

Play In - to "play the ball in" to another teammate is to provide a (through) pass for the teammate to run onto

Play-Off - (*n*) a bracketing or game sequence used to decide an overall winner

"Play On" - "Play On" - referee's call when stopping the play at that point would benefit the team that committed the foul more than the team that was fouled
(Also, see "Advantage")

Play Short - to play with fewer than the maximum number of permitted players

Playing to Feet - passing the ball directly to the feet of a teammate who does not have to move to receive it

Play to Flag - passing the ball towards the corners

Playing to Space - passing the ball into open space to a teammate who has to move to receive it

Player Pass - the identification card or other paperwork issued by a soccer association to a player indicating that the player is able to participate in matches

Playing (the) Ball Wide - offensive tactic of sending the ball to either side of the field for the wingers to attempt an attack from the flanks

Poacher - an attacker that stays in or around the penalty box and attempts to put away loose balls

Point of Attack - the side of the field or angle direction that the attacking team is heading towards goal at

Polished Finish - a goal scored that was shot and scored perfectly

Pop It - to pass it to oneself

Positive Space - the area on the field that is in the attacking direction

Possession - control of the ball

Possession Play - a style of play in which one team attempts to retain possession of the ball at all times by passes directly to teammates

Post - one of the two vertical beams located 24 feet apart, which extend 8 feet high to form the sides of a goal and support the crossbar

Post Line - an imaginary line that extends from the post into the field perpendicularly from the goal line

Postman - Someone who frequently hits the post with the ball

Power Kick - a hard, fast shot or kick

Pressure (to) - (v) to close down the distance and play close to a player, reducing that player's options and ability to move with the ball

Pressure training - using rapid repetition of single technique to reinforce mastery of the technique

Pull Back - to drag the ball back towards oneself using the sole of the boot

Pull the String (to) - to kick a bending ball such that it bends down under the crossbar instead of continuing straight over it

"Pull Up" - the phrase told to move the defense up the field. (Same as "Push Up.")

Punish - take advantage of a mistake (e.g., "Player B punished Player A for trapping the ball poorly.")

Punt - a kick by the goalkeeper dropping the ball from his/her hands

Push Pass - a pass using the inside of the foot

Pushing - the infraction of using one's body to move (against) an opponent

Pyramid Formation - see "2-3-5"

Q

Qualifying Tournament - a tournament that is played to determine which of the participating teams will continue on to a subsequent event

Qualifying Draw - the division of teams into groups for a qualifying tournament

Qualifying Match - a match played whereby the winners gain advancement

Quick Kick (or Quick Free Kick) - when the attackers immediately take a free kick without necessarily waiting for the defenders to retreat 10 yards

R

Rainbow Kick - a technique where a player flips a ball over his/her head, (and, sometimes over a defender's head) and to the front using the back with the heel

Reading the Game - being able to anticipate what will happen in a game

Rebound - to hit an object (e.g., a goal post) and return to the field of play

Receiver - a player who receives a pass from a teammate

Record (win-loss) - see "Win-loss record"

Recover (to) - to return to one's (defensive) position behind the ball when attacked

Recovery - the repositioning of an individual or group of defensive players behind the ball once possession has been lost

Recovery Run - a run made backward to get behind the ball after being beaten

Red Card - a card issued by the referee for a serious infraction

Redirect - to change the direction of movement of the ball

Referee - the official in charge of a soccer game

Regulation Time - the two periods of a game, prior to any overtime or tiebreaker

Release – (i) to remove a player from a team's roster without transferring that player to another team; (2) to permit players from one part of the field (e.g., the defensive third) to enter the attack; (iii) to give up the ball to another teammate

Relegation - the act of dropping a poorly-performing team or club from one league to a lower league

Restart - (*v*) to return the ball to play after play has stopped; (*n*) any play which places the ball back into play after a stoppage

Restraining Line - An imaginary line across the field that coincides in location with the position of the last field player (i.e., the second-to-last 'defender' for the purpose of determining offside). Called the 'restraining' line because the opponents cannot move past the line without becoming in danger of being offside.

Reversing the Field - switching the ball to the opposite side of the field

Robbed - loss of the ball to a defender

Roof (*n*) - inside top of the goal net

Round Robin - a competition where a single loss eliminates a team from further competition

Route 1 - referring to a direct path, taking the shortest distance

Route 1 Soccer (Play, etc.) - a derogatory description implying straight down the middle, direct, long pass, dribble-and-run, and unimaginative play without much passing.

Run Down the Clock - to engage in plays that have no other purpose than to use up the remaining time in the game without changing the score

Run off the Ball (to) - to move on the field when one does not have the ball

Run of Play - the direction of play by an attacking team towards their opponents goal

Run up the Score (to) – to continue scoring on an opponent long after the need for scoring has been eliminated

Running Time - The length of time, which has passed in a soccer game, the referee keeps the official time

Running with the Ball - playing the ball well forward and running after it

S

Sag - to drop back towards one's own goal

Samba Soccer - the Brazilian style of play; creative dribbling, passing, and movement akin to dancing

Sand Bag (to) – to play in a league where the competition is uniformly lower than your ability

Sandwich (to) - an illegal act of obstruction in which two players from one team impede the movement of a player from the other team with contact from two different sides at the same time

Save - a block of a shot that would have resulted in a goal

Scoop (Ball; Pass, etc.) - A short distance pass that is predominately vertical in nature, achieved more by lifting the ball with the foot than striking the ball.

Score (to) - to put the ball into the net

Scoring Opportunity - a situation with a good chance of scoring

Scramble it ("Scramble it wide.") - (*British slang*) kick it, perhaps with a swerve (See also, "Screw it.")

Screen - (*v*) protecting the ball from an opponent by placing one's body between the ball and the opponent; (*n*) a player whose area of play is the entire width of the field in front of the fullbacks and whose responsibility is to distribute loose balls to the outside

Screw it ("Screw it wide.") - (*British slang*) kick it, perhaps with a swerve (See also, "Scramble it.")

Scrimmage - a game that does not count

Scrimmage Vest - see "Pinney"

Seam - a space between two players (i.e., defenders) through which a ball can be passed or dribbled

Season - the portion of the calendar year in which games are played

Send It - to move the ball in an intended direction; (usually expressed with urgency, as in "SEND IT!")

Send Off - the act of sending a player off the field for an infraction

Send Pass - a kick to an open player

Serious Foul Play - One of penal offences committed in a serious manner by a player fighting for the ball against an opponent. Intentionally impeding an opponent or intentionally handling the ball to deny him of a goal of an obvious goal scoring opportunity is also serious foul play.

Service - a pass or cross to a teammate

Set Piece - a preplanned formation and/or strategy used during restarts

Set Play - see "Set Piece"

Settle - to get the ball under control

Shadow Marking - marking a player very closely

Shadow Play - a coaching method, which teaches movements without opposition

Shape - the arrangement (by position and responsibility) of players on the field

Shell - a play in which the ball is dropped back to a midfielder for a shot on goal

Shift - to change location on the field to be closer to the play or to assume the responsibilities of a teammate who has left an opening

Shift and Sag - to simultaneously move towards an attacking player while retreating towards one's own goal in order to stay in front of the attacker

Shin Guards - the protective equipment worn by all players on their legs to protect their shins from kicks

Shootout - a tie-breaking procedure involving penalty kicks

Short Corner - a corner kick that involves a short pass to a teammate near the corner.

Shorthanded - less than the full complement of 11 players

Short-Sighted - (*tongue-in-cheek*) how most youth soccer coaches view the purpose of training their teams (i.e., to win NOW, as opposed to training for future abilities)

Shot - an attempt (including headers) on goal

Shoulder Charge - "reasonable" shoulder-to-shoulder contact permitted by the laws of the game

Show (for the Ball) - to move towards the ball or to give a signal to a teammate that one wants the ball

Shutout or Shut Out - a game that ends with the team (goalkeeper) not having given up any goal. May also be used as a verb. ("Chelsea shut out Arsenal.")

Side - (*British*) team

Side Volley - a shot that makes contact with a ball still in the air but off to one's side, done by swinging one's leg roughly parallel to the ground

Sideline - the line that runs along the length of each side of the field

Sidelineing - forcing an attacker to dribble to the side of the field

Sideways-on - the orientation of a player such that the body is facing the touchline more than the goal line

Signature Move - the move that (a) identifies or is associated with a particular player; (b) a player uses most frequently; (c) the opponent expects the player to make. (See, also, "Money move.")

Sitter - an advantage that isn't realized; something that is just "sitting there" waiting to be taken advantage of, but isn't (e.g., a shot that greatly misses an open goal)

Six-yard box - goal box.

Sixes and sevens - see "6's and 7's"

Sky (It) - to send the ball considerably over the crossbar

Slap it away - an inelegant, sometimes desperate, redirection of the ball (perhaps by the goalkeeper) to avoid a goal or goal-scoring opportunity

Slashing Run - diagonal run

Slide/Sliding Tackle - a move to deflect or get the ball by sliding on the ground feet-first

Slot - the space between two defenders

Slot it Through - through pass through several defenders

Smack it away - a crisp redirection of the ball, generally by a defensive player, in order to get it out of the penalty area

Small-Sided – fewer than 11 players (typically 3-8) on each team

Smartly - (*adv*) with precision, pace, or quickly, as in, "He shot the ball smartly."

Smoke (someone, to) - to beat another player in an impressive manner (e.g, "He smoked the defender.")

Smother (the ball) - [*goalkeeping*] falling on, collapsing on, or covering up a loose ball

Snap shot - a quick, reaction shot

Soft Goal - a goal given up by a goalkeeper on what should have been an easy save

Sombrero - a move in which the player lifts a ball over a defender's head, and heads the ball forward prior to subsequently dribbling it

Space - the area a player has to move into

Space Marking - guarding an area rather than a player

Spank it Away - kick it away smartly

Speed Move - a move involving slowing down and then accelerating suddenly

Spin (spun) like a Top (to) - to fool a defender in such a way as to cause him/her to turn around

Spin Turn - a turn in which the ball and player change direction of travel without moving significantly during the maneuver (frequently performed by cutting the ball with the outside of one's foot)

Splitting the Defense - sending a ball through the defensive line

Spot Kick - penalty kick

Spread (the field) - to increase distance between players on the field

Spring (him; her) - to release a player; to cause or permit (usually by passing a through- or diagonal-ball into open space) a teammate farther upfield to leave their defender (mark) and make a run towards the opponent's goal.

Spring (the line) - to cause a line or players (i.e., the flat backs) to suddenly move forward, away from their goal

Spot (the) – the location on the field from which penalty kicks are taken

Spread the Field - to increase the separation between players, usually disrupting the opponents' team shape and increasing your own space

Spread the Line - to increase the lateral separation between a line of (usually, defensive) players

Squad - team

Square - lateral; across from

Square (getting; being) - an offensive tactic where two players (one with the ball) are moving down the field side-by-side and separated by passing distance

Square Defense - an arrangement of defensive players laterally across the field in a straight line

Square Pass - a lateral pass

Squeeze - one of the many terms (e.g., "push up", "pull") used to indicate moving away from one's own goal

Stadimi - from the gaelic "Stad agus imim" - a move where a player moving at full speed places a foot on top as if going to stop the ball, but instead, hops briefly on one foot and continues. Also, known as "Locomotion".

Standard Situation - FIFA's term for a set piece

Standings – a list of teams in order of their relative success ratio; a list of win-loss-tie statistics

Starter - a player who is on the field to play at the start of a game

"Stay Wide" - advice to wings and outside midfielders to remain wide

Steal - take the ball from an opponent

Stick (to) - to go for the tackle

Stolen Ball - a ball taken from an attacker by the defender

Stopper - in man-to-man defense, the defender that marks the best scorer, generally positioned in front of the fullbacks

Straight-Up (and, Down) Run (Play, Movement, etc.) - a run (play, movement) that is directly down the center of the field towards the goal

Stretch Out - (attackers) to go as far forward as possible

Stretch the Defense - to reduce the concentration of defenders around the ball, usually by committing defenders to other dangerous players

Stretch the Field - see "Spread the Field"

Striker - forward; goal-scoring player

Strip (*n*) - (*British*) uniform ("the striped strip") including the jersey, shorts, and socks

Strip (*v*) - take the ball away from the dribbler

Strike - kick (the ball)

Strong Side - the side of the field containing the ball

Studs up - a spatial attitude describing jumping or sliding towards (or, into) an opponent with one's studs pointing towards them (really, "studs forward" or "studs out")

Substitute - a player who is not playing at the beginning of the game

Substitution - replacement of one player with another player

Sudden Death - overtime in which the first goal scored by a team ends the game and gives the scoring team the victory

Sunday Shot - a hopeless shot from long out that remarkably results in a goal

Support (to) - having other teammates nearby to help on offense or defense

"Support" - a phrase spoken to a teammates to let him/her know you are nearby

Suspension - a disciplinary action during which a player, coach, or other official may not participate

Sweeper - a defender that plays between the defenders and the goalkeeper, or in a triangle defense position, behind the stopper

"Sweeper's in Charge" - a statement that puts the sweeper in charge of organizing the defense

Swerving Pass - a pass that curves

Swiss Bolt - a roving deep center back (the "bolt", Geneva, *ca.* 1930's) that evolved into today's sweeper and that played in different attack and defense formations

Switch (to) - to change positions with another player

Switch Off - see "Switch"

Switching (the) Field - passing or kicking the ball from one side of the field to another

Switching the Point of Attack - see "Switching the Field"

System of Play - the formation of play based primarily on positions. As defined by 3 numbers, counting from the back, and adding to 10. (The goalkeeper is not included in the count." For example, 4-4-2 would have four fullbacks, four midfielders, and two forwards.

T

Tackling - the act of taking the ball away from a player

Take On (to) - while dribbling with the ball, to try to beat a defender with moves, fakes, feints

Take-Over - a play in which one teammate gives possession to another (passerby) teammate, usually running in the opposite direction

Target Player (Man) - the attacker who acts as a target for passes from teammates

Team Formation - an organization of the players' positions at the start of the game

Team Shape - the spatial organization of the team members on the field

Third (of the field) - a reference to a portion (roughly a third) of the field in which a particular activity is more prevalent (e.g., "attacking third of the field", "defensive third of the field, etc.)

Third Man Run - a tactic wherein a third teammate (other than the passer and the receiver) makes a run, either as an alternate receiver or to deceive opponents

Threading It Through - the process of making a through pass between tightly-packed defenders

Thread the Needle - a through pass through several tightly-packed defenders

Three-peat - winning a championship or title three times; one more than a "Repeat"

Third Man Run(ning) - an offensive play characterized by movement of a third player away from the ball and a subsequent passes into space

Through Ball - a ball delivered through the defensive line

Through Pass - see "Through Ball"

Throw-In - a restart where a player throws the ball into the field from behind a sideline

Tie (Game) - a game that ends with both teams having scored the same number of goals

Tiebreaker - a way to determine the winner of a match when teams are tied after overtime

Time Added On - the extra time that a referee adds to the end of a half or game to replace time lost to injuries, substitutions, and time wasting

"Time" - a phrase informing a player that there is no pressure from the defenders

Toe Kick - a pass or kick that is (improperly) struck with the toes of the feet

Toe Poke - a pass or kick that is struck with the front (i.e., "toes") of the cleat, usually on purpose, when there is no other option (i.e., no time or opportunity to do otherwise)

Toe Punch - see "Toe Poke"

Toed Ball - see "Toe Kick"

Top-Drawer Strike - a goal scored that was shot and scored perfectly

Top Shelf - the upper part of the goalmouth's opening; usually used in conjunction with the making of a goal

Top Spin - forward spin of a ball tending to keep it on or near the ground

Tosser - (*British slang*) - a bad player

Total Football - a philosophy (system, style, organization) of play popularized by the Dutch in the 1970's that allows any player to attack or defend, with others moving around to cover vacated areas. Total Football requires players to be highly fit and above average in intelligence. (Also, see "Liberdade" and "Whirl".)

Touch - a player's ability to control, use, and feel the ball

Touch Line - the sideline

Touchline - the line that runs along the length of each side of the field

Trail(ing) Pass - a backwards pass

Trailing - running behind another player

Trainer - (1) the person (not always a team official) who teaches skills and strategy to a team; (2) the person who attends to player's minor medical and rehabilitation needs

Training Bib - see "Pinafore"

Trap - using a body part to control a moving ball

"Trap" - one of many possible commands used to tell the defenders to use the offside trap

Triangle - a formation of three players, each of which is accessible (for passing)

Tripping - causing an opponent to fall

Tryout - a team or league event in which at-large or invited players may participate for the purposes of selection and team formation

Turn - to change direction while in possession of the ball; a word informing a teammate that it is okay to turn with the ball; to redirect an attacking player

Turn and Face (to) - to turn and look in the direction of the ball, as if getting ready for the kick of an opponent

Turn the game - slang for "change how the game is going".

Turn with the Ball - to change the direction being faced (or, dribbled), keeping the ball in possession

Turnover - a loss of possession of the ball to the other team

Two-touch Passing - a method of moving the ball around by using one touch to trap, control, and set up the ball for the second touch, the pass

Two-Way Midfielder - a creative midfields that is capable of organizing the players on offense and defense

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U

U8, U9, (etc.) - Not having achieved the designed age (e.g., 8, 9, etc.) before August 1 of the current year

U-littles - Refers to teams of ages U-6 through U10

UEFA - organization representing the European soccer region; acronym stands from full name - Union of European Football Associations; based in Nyon, Switzerland; founded in 1954; membership of approximately 49 nations

UEFA Cup - a competition among European club teams; a field of 64 teams is drawn from UEFA member leagues throughout Europe; invited teams include the top team in most leagues (although poor performing leagues are generally excluded from the competition), and in select leagues teams up to fifth place in the table are invited to compete; the tournament is run in addition to the regular season with mid-week matches generally the rule.

Underhitting - kicking the ball too lightly

Unlucky - (*British*) - a term meaning that the intended result didn't occur but should have; referring to bad luck

Up - See "Push Up"

Up on it (getting) - getting up in the air in order to be able to get the ball before it hits the ground, and before an opponent can get it

Upper 90 - one of the upper corners of the goalmouth

Upper V - See "Upper 90"

Upset - an unexpected game outcome; usually an unexpected win or recovery

V

v – against (“versus”)

Vest – see “Scrimmage Vest”

Vision - the ability to know what is and will be happening during the next few moments of play

Volley - a kick while the ball is off the ground

W

Wall - a defensive line of players placed in front of the ball on direct or indirect free kick

Wall Ball - Indoor soccer played in an arena with hard walls that can be used to play the ball against

Wall Pass - a sequence of plays where one player passes to a nearby teammate and then sprints forward to receive a return pass

Weak Side - the area on the opposite side of the goal mouth from the ball

Weight - the strength of a pass (e.g., "a properly-weighted pass")

Wheel Man - a central midfielder whose primary responsibility is to distribute balls forward

Whirl - a term used to describe "Total Football" before the Dutch popularized the alternative name. Whirl was created in the 1930's by Austrian Willy Meisl who changed positions so often that opponents could not figure out what he was doing.

"Who to?" - a phrase shouted to a teammate or player after an errant pass has been made

Wide - close to the touch line

Width of Play - the distance occupied by teammates laterally across the field

“Win-Loss-Tie” (WLT) Record - a summary of the outcomes of a team's games

Wind Sprint - a short aerobic activity (e.g., sprinting) that leaves one momentarily winded

Window Player - a player (attacking midfielder or depressed forward) that is positioned behind the striking forwards in order to capitalize on balls that are played back to the top of the penalty area by forwards to forward by players farther back in the field

Window Shot - a shot that enters the upper corner (i.e., the "upper 90") of the goal

Wing - (1) a forward or midfielder that plays wide on the field; (2) the sides of the field

Wingback - a fullback playing on the outside, with the ability/responsibility of making attacking plays by coming forward, usually by overlapping

Winger - a player whose primary task is to provide forwards with crosses in front of the goal

Winning the Ball - successfully taking the ball from another player

Withdrawn Forward - an attacking midfielder

W-M Formation - a team shape (typically, 3-2-3-2) used in the past which forces attacking teams wide while maintaining strength in the midfield area

Woodwork - slang for the crossbar and goalposts of a soccer goal

Work Rate - the amount of energy expended (i.e., the amount of running) by a player in a unit of time

World Class Goal - a goal scored that was shot and scored perfectly

World Cup (WC) - an international soccer competition held by FIFA every 4 years between the top national teams in the world

Worm-Burner - a ball that skims at high speed along the surface of the pitch

Worry the Goalkeeper - a tactic, punishable by a yellow card, of bothering, distracting or interfering with the goalkeeper during play

Wrong Side (to) - to cause an opponent to move in the wrong direction by use of a move or feint (e.g., "He wrong sided the defender.")

WWC – Women's World Cup

Y

Yellow Card - a warning card issued by the referee; a caution

Z

Zone - see "Zone of Defense"

Zonal Defense - defensive strategy in which the defensive players are assigned specific zones to defend

Zone of Defense - the area for which a particular player is responsible for defending

Zonal Marking - marking in which the defensive players are assigned specific zones to defend