

COMMON SOCCER TERMS

Advantage Clause: Also called "Advantage Rule"; after a foul is committed, the referee is allowed to continue a play to avoid unfairly punishing the fouled team, and to prevent the foul from benefiting the team that committed the foul.

Attacking Midfielder: The midfielder that plays directly behind the forward players, sets up goals by passing the ball to forwards, and in this way, supports the offense.

Attacker: The player that possesses the ball.

Attacking Team: The team that possesses the ball.

Attacking: Also called "Offense", when a team possesses the ball. There are two basic kinds of attacks; direct (passing the ball directly and rapidly toward the goal), and indirect (passing the ball sideways and backwards in search of weaknesses in the defense).

Attacking Half: The one-half of the field containing the other team's goal.

Carry or Carry the Ball: A term used by a teammate or coach to let the teammate with the ball know they need to carry or dribble the ball up the field.

Clear: Kicking the ball away from the goal.

Corner Kick: The restart a play when the ball goes out of bounds, the attacking team kicks it inbound from the nearest corner.

Counterattack: Also called "Fast Break", and "Breakaway", a play begun when the ball is obtained on a turnover from the other team. There are two kinds: A slow, controlled attack that involves many short passes in all directions; the other is moving the ball directly forward into the other team's "danger zone" as quickly as possible.

Creating Space: A player creates space around the ball carrier by moving without the ball in order to draw defenders away from the teammate with the ball.

Cross: Also called "Crossing Pass", "Crossed Ball", or "Center the Ball"; to set up a scoring opportunity, a player near the sideline kicks the ball to a player in the middle or opposite side of the field.

Defensive Half: The one-half of the field that contains the goal.

Direct Free Kick: After the opposition fouls, a team is given a free kick which may be made directly into the goal without it touching another player.

Drop Ball: The referee drops the ball between two players in order to restart the game.

Drop Pass: A pass to a teammate behind you.

Eighteen: The "Penalty Box Line", which runs 18 yards out from the goal line into the field. Also called top of the box.

Fake: Also called "Feint"; a deceptive move made by a ball carrier to fake the opponent into thinking the carrier is going to make a pass in another direction.

Fullbacks: Also called "Defenseemen", players who are not in possession of the ball.

Give and Go: A pass to a teammate in which the player with the ball passes to a teammate and then make a run to receive the pass back. Give the ball and go to space.

Goal Area: The designated area in front of the goal, 20 yards wide by 6 yards deep, where goal kicks are made. Also known as goalie box.

Goal Kick: A restart kick from the goal area given to the defending team as a result of the attacking team contacting the ball just before it crossed the "goal line".

Goal Line: Also called "End Line", the boundary line that runs just in front of, and parallel to the goal at each end, which the ball must cross in order to score points.

Halfback: Also called "Midfielder", the player positioned between the fullbacks and the forwards.

Line: Can be a term to reference a pass to a teammate down the line. Also a term to help a player reference where another teammate might be making a run to. "Send me line" refers to a teammate asking for a pass down the line.

Long Ball: A long pass, such as one made from the Fullbacks to the Goalkeeper.

Make a Run: A term used for a player without the ball to make a run into space to receive a pass. However make a run can be used to make a run to space to pull a defender with them to open more space for the player with the ball.

Man On: A term a teammate or coaches used to let a teammate they have an opposing play marking them or a player pressuring them.

Mark: A player guards an opponent one-on-one to keep him from moving toward the goal.

Midfield: Area between the Forwards and the Fullbacks.

Near Post: The goal post nearest to the ball.

Obstruction: A player uses his body to block an opponent from getting the ball.

Offside Offense: Also called "Offside Infraction"; receiving or making a pass from the offside position.

Offside Position: A position in which a player is closer to the opponent's goal fewer than two defensemen are between an attacker and the goal.

One Touch: A ball is shot or passed from one player to another with one touch, and without stopping. In this case it is said to be a "one touch" shot or "one touch" pass.

Penalty area: Also called "the 18-Yard Box", or simply "the Box"; the 44-yard x18-yard area surrounding the penalty spot (center), and situated alongside the goal line.

Penalty Kick: Also called "Penalty Shot", or "Spot Kick"; a direct free kick made by a player from the penalty spot against his opponent's goalie.

Penalty Shot: Kick made from the penalty spot.

Penalty Spot: The small marked spot from which penalty shots are made, extending 12 yards out from the center of the goal line.

Pitch: An English word referring to the playing field.

Play On: A referee has determined that no foul or reason to stop a game has been committed.

Pressure: To press to the person with the ball on the opposing team to pressure/challenge them.

Receiver: Player who receives a pass from his teammate.

Service: To pass the ball.

Shielding: Also called "Screening"; the ball carrier protects the ball from an opponent by positioning himself between his opponent and the ball.

Sideline: Also called "Touchline", the line that runs the length of the field along either side.

Square pass: Also called "Flat Pass"; a pass made across the field, parallel to the end line.

Space: A term which mean on the field where there is space, where no one else is. Keeping the wide wild.

Support: A term used by a teammate of coach to tell another teammate to give support to the player with the ball. Typically giving the teammate with the ball an option to give a drop pass or square pass.

Stopper: Players who stop attacks at the center of the field.

Sweeper: The defender closest to his team's goalie.

Switch: A term a player or coach uses to have a teammate kick the ball to the other side of the field.

TACKLE: To use the feet in attempting to take the ball from an opponent's feet. A tackle may be accompanied by a legitimate shoulder charge, but there must be no holding, pushing, tripping, elbowing, or hip-checking.

TIME: A term players or coaches use to let teammates know they have time to turn, or make a good trap. No one near to pressure them.

Through Ball: Also called "Through Pass"; a penetration through defenders into space between the defense and the goalie. Also can be called a send pass.

Toe Kick: Kicking the ball using the front or toe end of the foot. Avoid this style of kicking.

Trap: Controlling or slowing the ball with the feet, thighs, or chest.

Turn: A term used by a player or coach to let their teammate know to turn typically 180 degrees to face forward.