

Soccer Glossary

1st Attacker: The player that has possession of the ball.

2nd Attacker: The player or players in immediate support of the 1st attacker

3rd Attacker: The player or players further away from the ball responsible for unbalancing the defense

Breakaway: The situation in a match when an attacker penetrates the defense and is 1 vs. 1 with the goalkeeper

Ball Watching: the tendency of inexperienced players to concentrate on the activity in and around the ball they overlook their responsibilities.

Blind Side: The side of play opposite of where the play is. Also known as weak side

Challenge: When a defender attempts to win the ball from an attacker

Chip: A lofted pass or shot

Coervers: a method of developing skill with the ball

Counterattack: When the defending team wins the ball and moves onto attack.

Cover: Defensive support. When the 1st defender pressures the ball, his teammates provide support from behind. This is the role of the 2nd defender(s).

Crossing: When the ball comes across the field from the sidelines (flank) toward the goal. Also known as service.

Combination Play: An attacking play where 2 or more attackers work in tandem to penetrate a defense. See: Give and go, Overlap, or takeover.

Defenders: The players that play closest to the goal they are defending. Mostly responsible for defensive, but they are attackers also.

1st Defender: The player(s) nearest to the 1st attacker responsible for winning the ball back if

possible. If not, they must delay the attack and look to make the attack predictable by forcing the 1st attacker in one direction. Note: the angle and distance the 1st defender pressures the ball relates to how every other defender must play.

2nd Defender(s): The player or players that provide support or cover for the 1st defender.

3rd Defender(s): The players remaining on defense. They are responsible for balancing the defensive shape.

Depth: A principle of both attack and defense. On offense it refers to support both in advance and behind the ball. On defense it refers to having players in position behind the ball.

Direct Kick: A free kick that can be scored directly from the spot of the kick.

Dribble: A technique that allows a player to move the ball on the ground using various surfaces of both feet.

Endlines: The lines at each end of the field.

Far Post: The goal post furthest from the ball.

Finishing: A technique that completes an attack with a goal using any legal part of the body.

First Time Ball: A ball that is played without using a receiving touch. Also known as a one-touch.

Fitness: One of the four components of the game. Relates directly to all the physical elements of the game.

Forwards: The players who play closest to the goal they are attacking.

Free Kick: A direct or indirect kick awarded to a team whose opponents have committed a foul.

Full Volley: A technique of striking a ball out of mid air.

Give and Go Pass: A simple combination play where an attacking player passes to a teammate then sprints past his defender into open space to receive a return pass. Also known as a wall pass or a one-two.

Goalkeeper: The player who plays closest to the goal his team is defending. The “keeper” is the only player on the field that can use his hands. He is only allowed to use his hands in the penalty box.

Goal Kick: A kick awarded to the defending team when the attackers advance the ball over the endline.

Goallines: The lines at each end of the field, specifically between the goalposts. Also known as endlines.

Goalside: A defensive term that refers to having players nearer to the defending goal side related to where the ball is.

Half Volley: A technique striking a ball at the moment just after it has bounced.

Indirect Kick: A free kick where another player must touch the ball before a goal is allowed.

Instep: The part of the foot where the shoes are laced.

Jockeying: A technique used by defenders to limit the movement of the attacker with the ball by forcing him to one side or the other.

Juggling: A technique used to teach ball control and develop a players "touch". This is performed by using different surfaces of the body to keep the ball from hitting the ground.

Man-To-Man Defense: A system of defense where each players is assigned a specific opposing player to cover or mark.

Marking: Covering an opponent.

Midfielders: The players in the middle of the field who form the link between the defenders and the forwards both offensively and defensively.

Near Post: The goal post nearest to the ball.

Off-the-Ball Movement: Movement of players who are not in possession of ball. Also known as mobility, this movement is done to unbalance the defense and creates penetration.

Offside: When an attacker is positioned on his opponents half of the field with less than two defenders between him and the endline at the moment the ball is passed.

Offside Trap: A tactic used when defenders move away from their goal to force an attacker into an offside position.

One-Touch: A technique of passing or shooting the ball without receiving it first.

Overlap: A simple combination play where a 2nd attacker runs behind then in advance of the 1st attacker to receive a pass.

Penalty Area: The 18X44 yard box in front the goal at either end of the field. This is the only area where the goalkeeper may use his hands. When a major foul is committed in the penalty area a penalty kick is awarded

Penalty Kick: When a major foul is committed in the penalty area this is awarded. The kick is taken 12 yards from the goal and every other player, besides the kicker and the goalkeeper, must be outside the penalty area when the kick is taken.

Penetration: One of the principles of attack that refers to getting players and the ball behind the defense, ultimately results in a scoring opportunity.

Psychological: One of the four components of the game. Relates directly to all the mental aspects of the game.

System of Play: Refers to the deployment of players on the field. A 4-4-2 is 4 defenders, 4 midfielders, and 2 forwards.

Shape: A term used to describe the positioning of the team either offensively or defensively.

Shielding: A technique where the 1st attacker positions his body between the ball and his defender in order to maintain possession.

Sidelines: The lines of play on each side of the field. Also known as the *touchlines* because when the ball crosses these lines the players may *touch* the ball with their hands to restart play.

Striker: The forwards who play toward the middle and final thirds of the field, usually the players with the primary responsibility for scoring.

Sweeper: A back player positioned behind the rest of the defense who's responsible for providing support, balance, and communication to the rest of the defense.

Tackling: A defensive technique of using the foot to win the ball from an attacker.

Tactics: One of the four components of the game. Relates directly to any decisions a player makes on the field with or without the ball.

Technique: One of the four components of the game. Relates directly to all skills and a players relationship to the ball.

Through Pass: A ball delivered through a seam in the defense to another attacker.

Touchlines: See sidelines

Two Touch: A technique of taking one touch to receive the ball plus another touch to pass or shoot the ball.

Volley: A technique of striking the ball, generally with the instep. See also half/full volley.

Width: One of the principles of attack that refers to having support on either side of the ball. Positive width results in a stretched defense to penetrate.

Wing: The sides of the field. Also known as the *flanks*.

Zonal Defense: A system of defense where each player is assigned a specific area of the field to defend.