



Soccer Glossary

Term	Definition
Advantage	A special rule that allows play to continue after a foul if it would be disadvantageous to the team that was fouled.
Center Mark	The circle in the middle of the field. It should be 10 yards in diameter.
Clearance	When a player kicks the ball out front of his/her own goal area.
Control	What a player tries to achieve when the ball comes to him/her.
Corner Kick	When the defending team kicks the ball over its own end line, the opposing team restarts the game.
Direct Free Kick	A free kick resulting from a foul that can be shot into the goal without having to be touched by another player.
Dribbling	A player who is running with the ball.
End Line	The line on the playing field where the goal is situated, on the short side of the field.
Field or Pitch	Soccer playing field.
Free Kick	How a game is restarted when a player is fouled.
Give-and-Go	A play in which a player who is faced by an opponent passes the ball to a teammate, runs around the opponent and receives the return pass.
Goal Area	The rectangular area, 20 yards wide by 6 yards deep, in front of each goal from which all goal kicks are taken; inside this area, it is illegal for opposing players to charge a goalkeeper not holding the ball.
Goal Kick	A free kick awarded the goalie if the offense was the last to contact the ball before passing over the goal line.
Goal line	The line on the playing field over which the ball must pass to score a goal.
Goals	What teams score.
Halves	Game is divided into two, timed halves.
Indirect Free Kick	A free kick resulting from a foul that cannot be shot directly into the goal. If the ball enters the goal without touching another player, the goal is void.
Injury Time	Additional time added to the end of each half to compensate for the stoppage of play due to injuries, wasted time or the scoring of a goal.
Kickoff	How a game is started.
Offside	An infraction of the rules in which an offensive player does not have at least two defensemen (including the goalie) between him/her and the goal line when the ball is played forward by a member of the offensive team.
Penalty Area	The area marked out in front of the goal within which the goalkeeper can use his/her hands. The area begins and ends 18 yards to each side of the goal (from the inside of the goal post) and extends 18 yards into the field.



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Penalty Kick	A direct free kick awarded for a foul occurring in the penalty area. The ball is placed 12 yards away from the front of the goal. Only the goalie and fouled player may be in the penalty area during the kick, but any player may play the ball once touched by the goalie.
Penalty Mark	A 'dot' on the field that is 12 yards in front of the goal, equidistant to each goal post, or in other words, centered.
Screening	Also called "shielding." A technique where a controlling player keeps his/her body between the ball and a marking opponent.
Shin Pads	Pads that protect the shins of a player.
Sideline	The line on the field where there are no goals situated, on the long sides of the field. Also called the Touchlines.
Sweeper	A defender that roams the defensive zone between the fullbacks and the goalie.
Tackle	To take the ball away from a dribbler using the feet.
Through Pass	A passed ball that splits a pair of defenders.
Throw-In	A technique to return the ball to play when it leaves the field over the touchlines. The player must have both hands on the ball and throw over his head while keeping both feet on the ground.
Touchline	The line on the field where there are no goals situated, on the long sides of the field. Also called the Sidelines.
Trap or Trapping	To receive the ball in a controlled manner with any part of the body (except hands or arms). Usually trapped with the foot, thigh or chest.
Volley	Kicking the ball in or out of midair.
Wall	A group of defenders standing shoulder-to-shoulder in attempt to defend a free kick near the goal.