

The ULTIMATE SOCCER DICTIONARY of American Terms

Second Edition

An extensive glossary for players, coaches, parents, and fans of soccer

This dictionary (in PAPERBACK and Kindle eBook, **complete**) includes **over 5,000 defined terms** – and appendices with "Quick-Start" (■) terms and "Oral Communication" (▶) terms linked to the text.

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About this book ...

The ULTIMATE SOCCER DICTIONARY of American Terms (Second Edition) includes definitions for more than 5,000 soccer terms and is available in a softbound edition and as a Kindle eBook. The first edition is also available in two abridged Kindle eBook versions: a "Condensed" version with definitions for over 1,600 terms and a "Basic" version with over 800 terms.

Soccer is widely recognized as the most popular sport in the world - for players and fans. Soccer is one of the fastest-growing major

sports in the United States, for both genders, at all levels – youth, collegiate, and professional. During the past 50 years, the number of soccer players in the U.S. has risen dramatically, from under 100,000 in 1967 to over 13 million today, with more than 25 million enthusiastic fans.

More than 20% of all American households now include at least one soccer player or avid fan!

The ULTIMATE SOCCER DICTIONARY of American Terms (Second Edition) is the largest and most complete U.S. soccer glossary ever published. Written by John Harves – successful collegiate player, coach, and experienced referee – this dictionary is the vital resource to help players, coaches, parents, fans, administrators, and journalists learn American soccer terminology and current jargon and better understand the game and its rules.

What other coaches and experts are saying about this book:

"The Ultimate Soccer Dictionary is a great resource for all soccer fanatics, from those just being introduced to the game to the higher education coaches looking for an edge or angle in teaching all components of the game."

Marc Reeves, Men's Soccer Coach, Elon University, NC

"I am astounded by the amount of detail that has gone into this book. Every coach and fan should own one, it will give them insights into the nuances of the game and raise their soccer IQ."

 Jim Bruno, United Soccer Coaches National Private School Girls Coach of the Year, Our Lady of Good Counsel High School, Olney, MD

"The Ultimate Soccer Dictionary is a must for all youth coaches and parents who really want to learn the game."

John Sullivan, Coach, Mgr., ASA Hall of Fame, Arlington VA

SYMBOLS KEY

for symbols used in this dictionary:

- "Quick-Start" terms: 230 terms, listed in "Appendix 1" (the "Quick-Start Guide"). Selected from the 800 "BASIC" terms. (In electronic versions, hyperlinked with Appendix 1.)
- Terms in the "BASIC" version. Includes all "Quick-Start" terms. (Shaded medium gray.) ("BASIC" terms are also in the "Condensed" version, so both symbols appear: ■□.)
- ☐ Terms in the "Condensed" version (Shaded light gray.)
- On-field Oral Communication (in Appendix 4).
 (In electronic versions, hyperlinked to and from definitions.)

These symbols are intended to help: (a) facilitate coaches' use of the dictionary for instructional purposes; and, (b) simplify usage among team members who have different versions of this dictionary – e.g., when players using the "Basic" version can't find terminology the coach uses (from the complete version).

Coaches: For beginning players, you may find it helpful to start with "Quick-Start" terms (Appendix 1) □. Also, the *complete* version shows which terms are in the "Condensed" or "Basic" versions (and which *are not*). If some of your players own different versions, you may wish to let them know in advance which terms you will be using that are *not* in their version.

The dictionary also includes useful tools for teaching new concepts and teamwork to your players, including more than 300 On-field Oral Communication directives. (See Appendix 4.)

EXAMPLE: If you plan to teach how to use "**Back passes**" and verbal communication ("**Back**"), the *complete* dictionary shows entries for:

Back pass, Back-pass 🛛 🗆

To pass the ball to a teammate who is behind the player with the ball.

Back; Drop; or, Drop It - ▶

➤ On-field Oral Communication: There is a teammate open for a back pass.

However, from the symbols used in these entries, you can see that the *Oral Communication* term **Back; Drop; or, Drop It** is <u>not</u> in the "Condensed" or "Basic" versions, so you can adjust your teaching plans for players using those versions.

The ULTIMATE SOCCER DICTIONARY

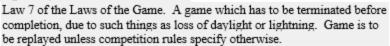
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AAR, AARs (Abbrev.)
Additional Assistant Referees.

Abandon the game plan

To switch to a different type of attack and/or defense during the course of a match, other than the original plan designed before the start of the match, usually due to going down by a number of goals.

Abandoned match, Abandon the game, Abandonment \Box



Ability to recover

(1) The goalkeeper's ability to get back into position after making a save where the ball is not secured and stays in play. (2) A field player's ability to get back into a proper defensive position after being beaten. (3) Any player's ability to return to normal breathing after a period of extended sprinting or running.

Absent, Absence ■□

Player not available to perform for a team (e.g., due to injury, illness, national team duty, or suspension).

Absorb, Absorb pressure, Absorbing pressure

With respect to a team's defensive performance - To resist, withstand, and defend against attacks without being scored on.

NOTE: Page numbering begins here with p.15 to match the Kindle pagination.

G (Abbrev.)

Goalkeeper; shorthand for the goalkeeper position. Goalie.

GA (Abbrev.)

Goals Allowed; Goals Against.

GAA (Abbrev.)

Goals Against Average; the number of goals allowed, divided by the number of games played, for a particular goalkeeper. The number of games

played may be adjusted by dividing the number of minutes played by 90.



A blunder on the part of the goalkeeper resulting in a goal.

Gambling

Sending great numbers into the attack at the expense of possibly not having enough defenders if a counter-attack occurs, usually as a result of little time remaining and being down at least one goal.

Game 🛚 🗆

Soccer match; a practice activity such as a scrimmage.

Game ball(s)

A ball or balls, used in a competitive match, that conform to the requirements of Law 2, "The Ball," of the Laws of the Game.

Game clock ■□

The official timekeeping device of a match.

Game conditions

(1) To practice under the scenario of an actual game; simulating game conditions. (2) The particular circumstances, such as weather or the size of the field, encountered in a specific game; match conditions.

Game contract

Formal agreement, usually a document, that two teams or the teams of two institutions will meet to play a match at a certain location, date and time.

Game fit

A player's ability to run and perform for the entire time of a match; match fit; physically and mentally prepared to play.

(See: "Flow of the Game.")

High ball ■□

Intentionally sending a ball arcing up and into the area in front of the attacking goal, not necessarily to a specific teammate, to see if something dangerous might occur.

High block

Back defenders initiate defending farther upfield than usually expected.

High catches ■□

Goalkeeper has to jump, stretch and reach up in order to obtain possession. (Picture)



High cross

An airborne pass, usually taken from near the sideline, which lofts particularly up into the air.

High dive \square

Goalkeeper projecting himself into the air to make a save generally at waist level or above.

High intensity soccer

A sustained level of effort, usually associated with getting after the ball, that is above and beyond what is usual; difficult to maintain for extended periods of time; often associated with "total football."

High kick 📱 🗆

Common usage for a form of dangerous play (Law 12 of the Laws of the Game), typically where a foot is generally raised above the waist into an oncoming opponent.

High line

Back line staying far upfield or farther upfield than might be considered to be normal; forward line staying closer to the attacking goal or farther upfield than might be normally expected.

High line - ▶

<u>▶ On-field Oral Communication</u>: Goalkeeper or defensive organizer tells his backs to switch to a defensive posture that has them stay as far upfield as possible.

High point, Highest point

Farthest spot up from the ground achievable by any given player to successfully make a jump header or for the goalkeeper to catch a ball.

Inside/Outside (passing)

Passing strategy combination intended to draw defenders toward the middle of the field and then the ball is sent toward the sideline.

Insole

Usually a strip of cloth or thin foam placed on the inside of a shoe to cushion the bottom of the foot from the base of the shoe; may include structural support, such as an orthotic, or protection, such as a heel cup.

Inspection (1)

The check by the referee prior to a match, of both the field and the players, for compliance with the Laws of the Game; check by the Assistant Referee of a substitute prior to being allowed to enter the field.

Inspection (2)

Review of the field by the coach prior to a match.

Instant replay

Term borrowed from American television relating to showing video of previous live action. In soccer, a reference to the use of VAR.

Instep ■□

The top of the foot, otherwise covered by the shoelaces of a tie shoe. See shaded area in photo at right and: #6 "Full Instep" http://coachingamericansoccer.com/features/19-surfaces-of-the-soccer-shoe/

Instep drive, Instep kick

The main kick of soccer, using flexion generated from the hip and knee and then the force of the quadriceps extending the lower leg to strike the ball with the part of the foot covered by the shoelaces (the instep).



Instep trap or receive ■□

Use of the top of the foot to receive and take the pace off the ball.

Instep-face

That portion of the soccer shoe just below the instep and toward the inside of the foot, most associated with contacting the ball for chipping. (See shaded area in photo at right and #16 "Instep-Face" at



https://coachingamericansoccer.com/new-and-updated-soccer-articles/19surfaces-of-the-soccer-shoe/.)

Race juggling

A practice activity where players compete for who is the fastest over a certain distance while keeping the ball in the air.

Ragged 🗆

Uneven or poor play.

Rain gear

Foul weather jackets, pants or coats made available to players and coaches.



Rainbow 🛭 🗆

A ball skill whereby a player pulls the ball up behind his calf using the instep or inside of one foot and then uses the heel of the other foot to kick it forward over his head, creating a path of the ball from back to front that looks like the arc of a rainbow.

Rake, Raked

To have an opponent's cleats dragged down the leg or the shoe.

Rally, Rallying

Starting to come from behind in a match, either by scoring goals or by showing far greater determination.

Range (1), At range, From range, Long range

Shooting or particularly scoring from a significant distance away from the goal; distance usually over 25-yards; estimated measurement in yards of the distance from where a shot is taken to the goal.

Range (2)

The distance a defender can cover before the ball or an opponent goes past him; effective range of defense.

Range (3)

Places or distance travelled by a player on the field; distance a goalkeeper can cover to try to stop a shot.

Range of motion

The amount of movement that a particular joint or body part can move, as measured in degrees.

Rankings

Comparison of relative team strengths (e.g., FIFA World Rankings of national teams).

Saved off the line

Defender at the goal line keeps a ball from going into the goal after it has gotten past their goalkeeper.

SAY (Abbrev.)

Soccer for American Youth.

SC (Abbrev.)

Soccer Club.

Scan, Scanning

A player systematically and repeatedly focuses their vision over a wide range of the field by turning their head and eyes left, right, and upfield, evaluating the positions and actions of as many other players as possible.

Scarves, Scarf

Neckware worn by fans showing support for their team, printed or sewn with the team's colors, town, name and/or nickname.

Schedule ■□

The list of dates, times, locations and opponents for a competition season.

A referee decision, made before the start of a game, to implement a stoppage of play in order for players to drink water due to hot, humid conditions. Hydration break; fluids break; cooling break; medical break.

Scholarship ■□

Administrative action, usually taken by a recreational or youth organization, to pay the fees for a player who cannot otherwise afford them; fees paid by colleges and universities to attract talent.

Scissor kick, Scissors kick 🛛 🗆

A ball skill whereby the non-kicking leg is thrust high into the air in order to raise the path of the kicking leg as it is thrust higher into the air to strike the ball immediately thereafter, above the original level of the head, with the player landing on his shoulders. The motion looks like a pair of scissors cutting. Also known as an overhead volley, bicycle kick, or bike.



Scoop catch

A "pickup" or "save" made by a goalkeeper by collecting a ground ball from underneath with both arms and hands.

#

■ Jersey number.

- all

Number of goals for both teams in a tie game, e.g., 1 - all, 2 - all.

: (colon)

Divider of a score or result with the home team usually listed first. Example, 2:2 draw.

' (An apostrophe; abbrev. for

"minute") ■□

Shorthand representing "minute" for the time during a game when a goal was scored. Example: 9' J. Smith - John Smith scored in the ninth minute of play, sometime between 8:00 and 8:59.

(P) (Abbrev.)

Designation for a goal scored on a Penalty Kick.

+1

Plus One; practice activity where the "+1" represents a player who switches to always be with the team with the ball; e.g., 2 v 2 +1; plus 1.

10, 10 men, 10 players, 10 standing

To play or finish the game with only 10 players on the field; playing short; playing one man down.

10-shirt, 10-jersey

Jersey number worn by the left inside forward under the old, traditional (numbers 1-through-11) numbering scheme; nominally the jersey worn by the player considered to be the playmaker or attacking midfielder on a team; the number of the jersey worn by Pele; jersey number honoring Pele.

1,000 touches

A coaching axiom that indicates a player must strive to properly repeat or execute a technique a minimum of one-thousand times to truly master a skill.

10,000 hour rule, 10 year rule

A coaching axiom that indicates how much time a person must practice or train in order to become an expert.

1 v 1, etc. ■□

One versus one; one-on-one; practice drill with one offensive player versus one defensive player; number of offensive players is listed first. (See: "v terminology.")

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APPENDICES

Appendix 1 – Soccer "Quick-Start Guide"

Over 230 key terms - Introduction to basic soccer terminology

Appendix 2 - Player Positions and Formations

- Appendix 2A Basic Player Positions
- Appendix 2B Typical 4-4-2 Formation
- Appendix 2C Typical 4-3-3 Formation

Appendix 3 - Soccer Field Diagram

Appendix 3A – Soccer Field Diagram (+Optional)

Appendix 4 - On-field Oral Communication

Over 300 communication tools for effective teamwork

Appendix 5 - Laws of the Game (Overview)

$For Additional \ Information ...$

To learn more about soccer – and about coaching soccer – visit the author's main website:

CoachingAmericanSoccer.com



