Glossary of Soccer Terms

50/50: situations where two players from opposite teams are approaching a ball (in the air or on the ground) when both appear to have an equal chance of getting to it. These are balls to be won, an opportunity to teach being aggressive.

18: also known as the goal box. The area where the goalie can use their hands.

Carry: term used to inform a teammate that he should dribble the ball and he has time.

Center: term used to inform a teammate that they should get the ball to the middle of the field on either a cross or an easy pass.

Chip: A term in which a player attempts to deceive the opposing player by knocking the ball over his head with a delicate, looping kick.

Corner: term used to instruct a teammate to pass the ball toward a corner of the field.

Corner Kick: a kick taken by the attacking team after a ball last touched by the defense crossed the goal line outside the goal.

Cross: a strike of the ball directed into the opponent’s penalty area and targeting a teammate for a scoring opportunity.

Direct: a ball need only be touched by one player before it crosses the goal line in order for the goal to count.

Drop: a term used to inform a teammate that you are in support, directly behind them.

Drop Back: used to tell players to get back on defense or to back up on the field because the defense is too high.

Easy: a term used to instruct a teammate that he should look for a short pass: or that they should slow down and not rush.

Flag: a term used to instruct a teammate to pass or clear the ball toward a corner of the field, toward the flag.

Goal Side: the side of a player or of the ball that is closest to the goal you are defending.

Have one or Have it: terms used to instruct a teammate to try a shot from where he is on the field.

Hospital Ball: a weak pass that can lead to a teammate getting hurt because it gave the opponent enough time to close down the space.
**Indirect**: a term used in the rules to indicate that two people must touch the ball before it crosses the goal line in order for it to count as a goal.

**Inside**: A) a part of your foot facing your other foot  
  B) towards the middle of the field, away from the sidelines

**Laces**: the part of your cleat used to kick with power, to be used when shooting

**Line**: a term used to inform a teammate that they are open along the line; also used to instruct a teammate that they should pass the ball along the line

**Man Coming**: a term used to inform a teammate that there is an opponent closing in on them.

**Man On**: a term used to express to a teammate that he is under pressure from an opposing player

**Mark**: term used to instruct the team on defense to find and guard an attacking player.

**Offside**: when an attacking player is behind the opponent's last defender at the time the ball is played

**Outside**: A) part of your cleat sometimes used to pass the soccer ball  
  B) part of the field where the out of bounds lines are, away from the middle

**Pass**: a strike on the ball by one teammate trying to target another teammate in a different area of the field

**Shielding the Ball**: Keeping your body between the ball and the opponent. This technique is used to protect the ball and maintain possession, or shepherd it out of play to win a throw-in, corner or goal kick.

**Short**: a term used to inform a teammate either on offense or defense that they should look for a short pass

**Shot**: a strike on the ball used to attempt to score on the opposing team; usually with more power than a pass

**Space**: a term used to inform a teammate that there is a lot of open area around them

**Square**: a term used by teammates to inform each other that they are either directly left or right of each other, parallel

**Stand em up**: slowing up the attacker, giving your teammates time to recover to get back so they can help you defend

**Swing**: a term used to instruct a teammate to pass the along the defensive line, in order to switch the ball from one side to the other

**Through Ball**: a pass made into space in which a teammate runs to the ball.

**Time**: a term used to inform a teammate that he is not under pressure, and has the opportunity to control the ball easily

**Trap**: the method of using body parts (i.e. foot, thigh, chest, head) to control a passed or deflected ball.

**Turn**: a term used to inform a teammate that he has time to control the ball and make a move toward the opponents' goal
**Wall Pass**: a pair of quick passes between two attackers to get around a defender

**Winning the Ball**: being first to it, and controlling the ball before your opponent has a chance to; or tackling the ball away from an opponent and controlling it yourself, generally in a 50/50 situation