

FOOTBALL DICTIONARY

足球

1 **American football:**

a term used by non-Americans to distinguish the popular U.S. sport of *football* from soccer which they also call football.

2 **Bicycle kick:**

when a player kicks the ball in mid-air backwards and over his own head, usually making contact above waist level; an acrobatic shot.

3 **Break:**

when a team quickly advances the ball down the *field* in an attempt to get its players near the opponent's *goal* before the *defenders* have a chance to retreat; also called an *advantage*.

4 **Center:**

a *pass* from a player located near the *sideline* towards the middle of the *field*; used to get the ball closer to the front of the *goal*; also called a *cross*.

5 **Chip shot:**

a kick *lofted* into the air to try to sail the ball over the *goalkeeper's* head and still make it under the *crossbar* into the *goal*.

6 **Cleats:**

the metal, plastic or rubber points in the bottom of a soccer shoe used to provide a player with traction; term also used to refer to the shoes themselves.

7 **Corner kick:**

a type of restart where the ball is kicked from the *corner arc* in an attempt to *score*; awarded to an *attacking team* when the ball crosses the *goal line* last touched by the *defending team*.

8 **Dangerous play:**

when a player attempts a play that the *referee* considers dangerous to that player or others, such as trying to kick the ball out of the *goalie's* hands, even if no contact is made.

9 **Draw:**

a game that ends with a *tied* score.

10 **Dribbling:**

the basic skill of advancing the ball with the feet while controlling it.

11 Field:

the rectangular area where soccer *matches* are played.

12 Formation:

the arrangement into positions of players on the *field*; for example, a 4-3-3 formation places 4 *defenders*, 3 *midfielders* and 3 *forwards* on the field.

13 Forwards:

the 3 or 4 players on a team who are responsible for most of a team's scoring; they play in front of the rest of their team where they can take most of its *shots*; *strikers* and *wingers*.

14 Foul:

a violation of the rules for which an *official* assesses a *free kick*.

15 Free kick:

a kick awarded to a player for a *foul* committed by the opposition; the player kicks a stationary ball without any opposing players within 10 yards of him.

16 Goal:

a ball that crosses the *goal line* between the *goalposts* and below the *crossbar* for which a *point* is awarded; also, the 8-foot high, 24-foot wide structure consisting of two *posts*, a *crossbar* and a *net* into which all goals are scored.

17 Goal kick:

a type of restart where the ball is kicked from inside the *goal area* away from the *goal*; awarded to the *defending team* when a ball that crossed the *goal line* was last touched by a player on the *attacking team*.

18 Goalkeeper:

the player positioned directly in front of the *goal* who tries to prevent *shots* from getting into the *net* behind him; the only player allowed to use his hands and arms, though only within the *penalty area*.

19 Hacking:

kicking an opponent's legs.

20 Hat trick:

3 or more *goals* scored in a game by a single player.

21 Kickoff:

the method of starting a game or restarting it after each *goal*; a player *passes* the ball forward to a teammate from the *center spot*.

22 Midfielders:

the 2, 3 or 4 players who link together the *offensive* and *defensive* functions of a team; they play behind their *forwards*.

23 Overtime:

the extra *periods* played after a *regulation game* ends *tied*; used to determine a winner.

24 Passing:

when a player kicks the ball to his teammate; used to move the ball closer to the opposing *goal*, to keep the ball away from an opponent or to give the ball to a player who is in a better position to *score*.

25 Penalty:

a punishment given by the *referee* for a violation of the rules.

26 Penalty shot:

a kick taken from the *penalty spot* by a player against the opposing *goalie* without any players closer; awarded for rule violations within its own *penalty area*; also taken in a *tiebreaker* to decide a *match*.

27 Pitch:

a British term for soccer *field*.

28 Play:

to *trap*, *dribble*, kick or *head* the ball.

29 Push pass:

when a player pushes the ball with the inside of his foot to a teammate.

30 Receiver:

a player who gets a *pass* from a teammate.

31 Red card:

a card that a *referee* holds up to signal a player's removal from the game; the player's team must play the rest of the game *shorthanded*; presented for violent behavior or multiple rule infractions (two *yellow cards* = one red card).

32 Referee:

the chief *official*; he makes all final decisions, acts as *timekeeper*, calls all *fouls* and starts and stops play.

33 Score:

to put the ball into the *net* for a *goal*; also, the tally of goals for each team playing in a game.

34 Set play:

a planned strategy that a team uses when a game is restarted with a *free kick*, *penalty kick*, *corner kick*, *goal kick*, *throw-in* or *kickoff*.

35 Shinguards:

pads that strap onto a player's lower leg to protect the shins.

36 Shooting:

when a player kicks the ball at the opponent's *net* in an attempt to score a *goal*.

37 Shorthanded:

a team playing with less than its full complement of 11 players.

38 Shot:

a ball kicked or headed by a player at the opponent's *net* in an attempt to score a *goal*.

39 Starter:

a player who is on the *field* to play at the start of a game; a team usually makes its best players starters.

40 Steal:

when a player takes the ball away from an opposing player.

41 Throw-in:

a type of restart where a player throws the ball from behind his head with two hands while standing with both feet on the ground behind a *sideline*; taken by a player opposite the team that last touched the ball before it went *out of bounds* across a sideline.

42 Tie game:

when two teams have scored the same number of *goals* in a *match*; if the game ends tied, it is a *draw*.

43 Trap:

when a player uses his body to slow down and control a moving ball, most often using his chest, thighs or feet.

44 Turnover:

the loss of *possession* of the ball.

45 Unsportsmanlike conduct:

rude behavior.

46 Wall:

a line of 2 to 6 *defending players* pressed together shoulder-to-shoulder to protect their *goal* against a close *free kick*; creates a more difficult *shot* by reducing the amount of open goal area the kicker has to *shoot* at.