

Beavercreek Soccer Association Recreation League**APPENDIX C: GLOSSARY OF SOCCER TERMS****CHARGING**

A method of unbalancing the player who has possession or is attempting to gain possession of the ball. The maneuver of using a shoulder (actually from the elbow and up to and including the shoulder) against the opponent's shoulder to gain an advantage; permissible only when the ball is playable (i.e. within three feet).

CLEARING

The act of moving the ball out of the vicinity of one's own goal by throwing (goalkeeper only) or kicking it (generally up the sideline).

CORNER KICK

A kick made by the attacking team from the corner arc on the side of the field where the ball went out of play. A corner kick is awarded when the ball is last touched by a defender and goes over the goal line without resulting in a goal. Opponents must be at least ten yards away from the ball when the kick is taken. A goal may be scored directly (without being touched by another player) from a corner kick.

CROSS

A pass in which the ball is kicked from one side of the field to the other side.

DANGEROUS PLAY

Play that is likely to cause injury. Examples are high kicking, playing while lying on the ground with other players nearby, or playing the ball while it is in possession of the goalkeeper.

DEFENDER

Also called fullback. A player who functions primarily in the defensive third of the field and whose major role is to repel attacks on the goal by the opposing team.

DIRECT FREE KICK

A free kick from which a goal can be scored directly (i.e. without being first touched by another player). It is awarded for substantial infractions of the rules. Opponents must be at least ten yards away from the ball (opposing players may stand on their own goal line between the posts), but the player taking the kick may do so without waiting if he/she wishes. The ball must be stationary when kicked and the kicker may not touch the ball a second time until it has been played by another player (of either team).

DROP BALL

A ball held by the referee and allowed to fall directly to the ground between the two opponents. The ball is in play after it touches the ground. A drop ball restarts the game after play is stopped for no penalty situation (e.g. after an injury). The ball is dropped where it was located when play was stopped. Inside the goal area the ball is dropped on the goal area line parallel to the goal line at the point nearest to where the ball was located when play was stopped. A goal may be scored directly from a drop ball.

FORWARD/STRIKER

Player who functions primarily in the attacking third of the field and whose major responsibility is to score goals.

GOAL

A one point score occurring when the whole of the ball passes entirely over the goal line, between the vertical goal posts and under the horizontal crossbar.

GOAL AREA

Area (20 x 6 yd. on a full size field) marked within the penalty area, and directly in front of the goal, from which all goal kicks originate.

GOALKEEPER

Player who functions primarily in the penalty area and whose major responsibility is to prevent the opponents' shots from entering the goal for a score. The goalkeeper is the only player allowed to touch or pick up the ball with his/her hands, and may only do so when the ball is in his/her penalty area. The keeper is the team's last line of defense.

GOAL KICK

Taken by any defending player to restart the game after the ball goes out of play over the goal line and a goal is not scored, having last been touched by an attacking player. It may be taken from any point within goal area. All opposing players must stand outside the penalty area. To be in play, the ball must leave the penalty area (inbounds); otherwise the kick is taken again.

INDIRECT FREE KICK

A free kick from which a goal cannot be scored until the ball is touched by another player before it enters the goal. It is awarded for technical and minor infractions of the rules (see Summary of the FIFA Laws of the Game, Law XII). Opponents must be at least 10 yards away from the ball (opposing players may stand on their own goal line between the goal posts), but the player taking the kick may do so, without waiting, if he/she wishes. The ball must be stationary when kicked and the kicker may not touch the ball a second time until it has been touched by another player (of either team).

KICK OFF

Officially begins the game at each half and restarts the game after a goal has been scored. The ball must go forward into the opponents half of the field. The player kicking off must not play the ball again until after it is played by another player of either team. Opponents must be at least 10 yards away from the ball in their own half of the field when the kick off is taken.

ASSISTANT REFEREE

Person, often a parent volunteer, who assists the referee. They indicate when the ball is out of play or when the whole of the ball crosses the whole of the touchline or endline. They also signal which team puts the ball in play again by using the flag to show the direction of play for the restart.

MARKING

Guarding or covering an opposing player with or without the ball when he/she moves into your area of play.

MIDFIELDER/HALFBACK

Player who functions primarily in the center or neutral third of the field and whose principal job is to link the defense and the attack through ball control and passing.

OFFSIDE

Offside is defined as occurring at the moment the ball is played by one of the attacking players to a teammate. A player is in an offside position if he/she is nearer to the opponents' goal line than both the ball and the second to last opponent. A player is not in an offside position if: a) the player is in his/her own half of the field, or b) he/she is level with the second to last opponent, or c) he/she is level with the last two opponents. A player is penalized if he/she is in an offside position and if, in the judgment of the referee, the player is: a) interfering with play or with an opponent, or b) seeking to gain an advantage by being in that position.

A player is not declared offside a) merely by being in an offside position; b) if they receive the ball directly from a goal kick, a corner kick, a throw in, or c) if the ball is last played by an opposing player.

PENALTY ARC

The arc at the top of the penalty area; no player may be within this area while a penalty kick is being taken.

PENALTY AREA

Large area, 18 x 44 yd. on a full-size field, in front of goal in which any of the "direct kick" fouls by the defending team result in a penalty kick. Also limits the area where the goalie can use his/her hands. The penalty area includes the goal area.

PENALTY KICK

Awarded to the attacking team if the defending team commits a direct free kick violation within the penalty area. Penalty kicks are taken from the penalty mark. All players of both teams, except the kicker and opposing goalkeeper, must remain on the field of play outside the penalty area and penalty arc. The opposing goalkeeper must stand on the goal line, between the goal posts, until the ball is kicked. The goalkeeper may move from die-to-side along the goal line. The player taking the kick must kick the ball forward and may not touch the ball a second time until it has been played by another player of either team. A goal may be scored directly from a penalty kick.

The referee's whistle always starts the taking of a penalty kick. Any penalty kick taken prior to the referee's whistle will be retaken using the referee's whistle as the proper start for the kick.

PENALTY MARK

A mark on the field from which penalty kicks are taken, also called the penalty spot. It is located 12 yards from the goal line, equally spaced between the goal posts.

REFEREE

The official who is in complete charge of the soccer game. The safety of the players is the referee's main concern. He or she is responsible for keeping time, enforcing the Laws of the Game (see Summary of the FIFA Laws of the Game), stopping and restarting the game for penalties or injuries, cautioning or banishing offenders and ending the game, if necessary. All decisions by the referee are final!

TACKLING

A method of gaining possession of the ball by use of the feet. Unnecessary roughness and use of the hands are not permitted.

THROW IN

Taken to restart the game after the whole of the ball crosses the outside edge of the touchline. The throw in, taken by any member of the team that did not touch the ball last, is taken at the point where the ball went out of play. The thrower must face the field have part of each foot either on the touch line or on the ground outside the touch line, and throw the ball with both hands. The throw is made in one continuous motion and delivered from behind and over the head.